FREE STICKERS!

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1 OCTOBER 1996
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

SONIC THE COMIC

SONIC

KNUCKLES

TAILS

THREE NEW STORIES!

STICK IT TO 'EM!

SONIC 2 Q ZONE!

TIN TIN REVIEW!

FREE STICKERS MISSING? ALERT YOUR NEWSAGENT NOW!

NiGHTS NEWS!

SEGA's LATEST SATURN RELEASE!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

So what if the summer's gone - welcome to *STC's* hot and sticky issue! I'm referring of course to the set of four *free* Sonic the Stickers! Developed for those all important places like school bags (uggh!), they're designed to, well, stick just about anywhere you can get away with. Not only is there a free gift this issue, Boomers, but once again, there's three new stories...

Nastiness abounds as Sonic confronts a shifty looking character in Mister Shifter. Plus, Knuckles begins another new adventure in The Good, The Bad and The Echidna, and Tails rescues a stranger from an attack of the Badniks in Easy Target.

It's time to make a NiGHT of it with Sega's sizzling new game, which is on sale right now. You can read all about NiGHTS in the centre pages, plus, there's an outstanding NiGHTS pin-up on the back cover (*and* there'll be another one next issue, *and* the issue after that!). What with the second part of Sonic's World, reviews on Tin Tin and Shining Wisdom, you don't have to thank me, just spread the *STC* word!

Megadroid

COTTON PICKIN' T-SHIRT WINNERS!

Remember we asked you back in *STC* 79 to name the famous London site which is home to Segaworld? Well, the correct answer is **The Trocadero** in London's Piccadilly Circus. Here's the 80 winners who win a Sega T-shirt. Well done, and thanks to each Boomer who entered.

Christopher Abbott, Dereham, Norfolk.
Michael Ambrecht, Edinburgh, Scotland.
Kieran Bartlett, Tiverton, Devon.
Ben Blackledge, Cirencester, Glos.
Sean Blackshields, Downham Market, Norfolk.
Colin Boore, Darvel, Ayrshire, Scotland.
Laurence Brook, Barnet, Herts.
Richard Butcher, Bristol.
Paul Byers, Girvan, Ayrshire, Scotland.
Ashley Cameron, Welwyn Garden City, Herts.

Robyn Catley, Tamworth, Staffs.
Joe Chambers, Retford, Notts.
Louise Champ, Sutton, Surrey.
Christopher Chapman...
Bridgwater, Somerset.
Christopher Chestnut, Forres, Morayshire, Scotland.
Ashley Clarke, Maidstone, Kent.
Joshua Davies, Hereford.
Christopher Dynes, Glasgow, Scotland.
Jack Elliott, Sheffield, S Yorks.
Jo Everett, High Wycombe, Bucks.

J.P. Frenett, Cobh, Cork, Rep of Ireland.
Michael Froud, Fleet, Hants.
Oliver Gant, Frettenham, Norwich, Norfolk.
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Rhys Harding, Garthmyl, Powys, Wales.
Greg Heapy, Shrivenham, Swindon.
Chris Hemmens, Navenby, Lincs.
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• EDITOR: Deborah Tate
• FEATURES EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint
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• CONSULTANT: Richard Burton

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↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	BRIAN LARA CRICKET '96
2	↓	OLYMPIC SUMMER GAMES
3	↓	FIFA SOCCER '96
4	↓	TOY STORY
5	↑	MICRO MACHINES 2
6	↑	PGA TOUR GOLF '96
7	↑	TAZ-MANIA: ESCAPE FROM MARS
8	↑	SONIC AND KNUCKLES
9	↑	MEGA BOMBERMAN
10	RE	STREETS OF RAGE 2

SATURN

1	↑	THE NEED FOR SPEED
2	↑	VIRTUA COP
3	NEW	SHINING WISDOM
4	NEW	GUN GRIFFIN
5	↑	BAKU BAKU
6	●	GUARDIAN HEROES
7	↓	SEGA RALLY
8	↓	EURO '96
9	↓	FIFA SOCCER '96
10	↓	VIRTUA FIGHTER 2

MEGA-CD

1	↑	BRUTAL: PAWS OF FURY
2	↑	B.C. RACERS
3	↓	REBEL ASSAULT
4	↓	SOULSTAR
5	RE	BATMAN RETURNS
6	↓	ETERNAL CHAMPIONS
7	↑	THUNDERHAWK
8	↓	WORLD CUP USA '94
9	↓	TOMCAT ALLEY
10	↓	EARTHWORM JIM

GAME GEAR

1	↑	THE LION KING
2	↑	COLUMNS
3	↑	SONIC THE HEDGEHOG
4	↓	SONIC THE HEDGEHOG 2
5	↑	SONIC CHAOS
6	RE	COSMIC SPACEHEAD
7	RE	MORTAL KOMBAT 3
8	↓	STAR TREK: GENERATIONS
9	RE	POWER RANGERS: THE MOVIE
10	RE	SONIC DRIFT RACING

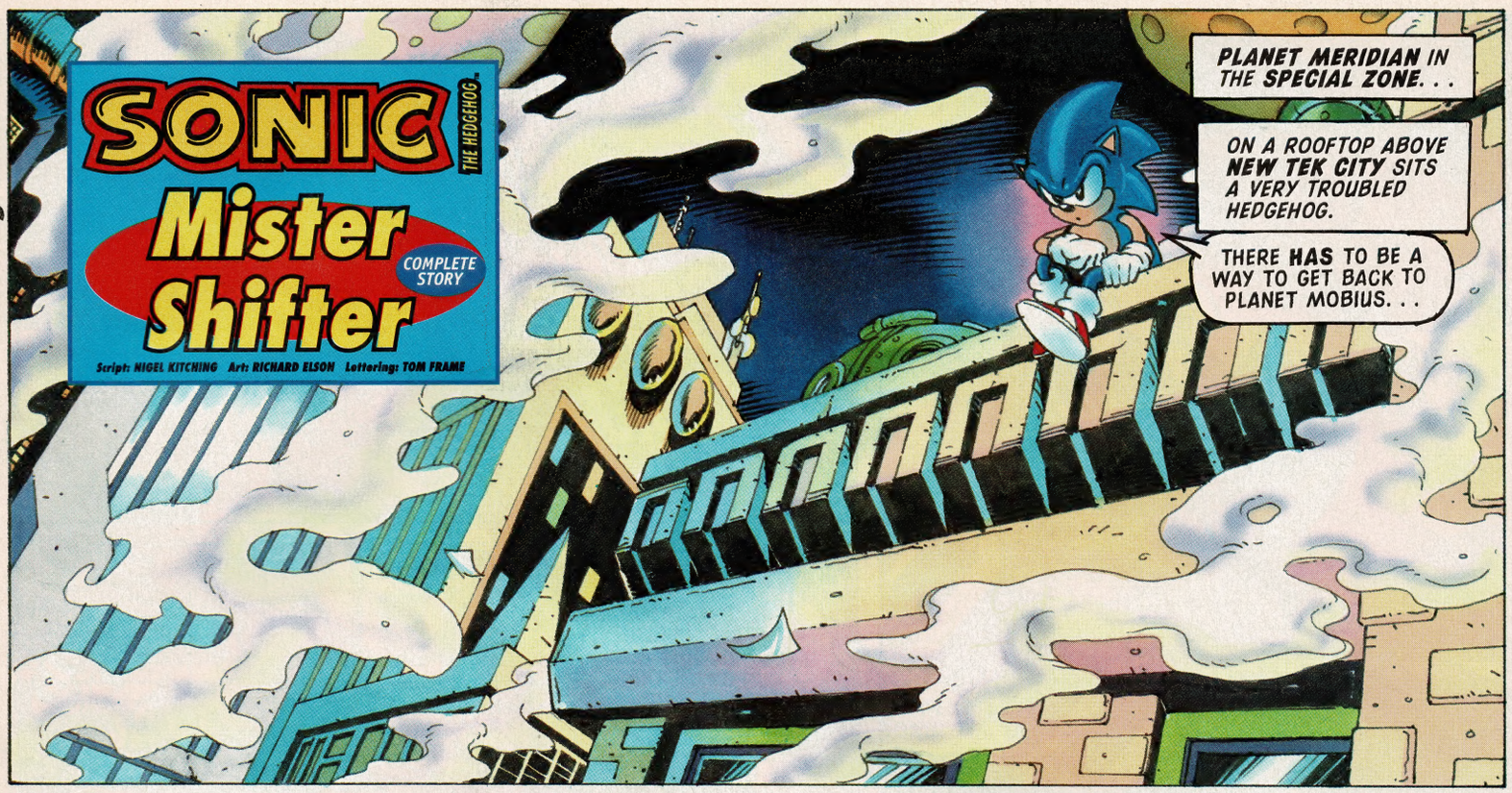
Colouring: JOHN BURNS

SONIC THE HEDGEHOG

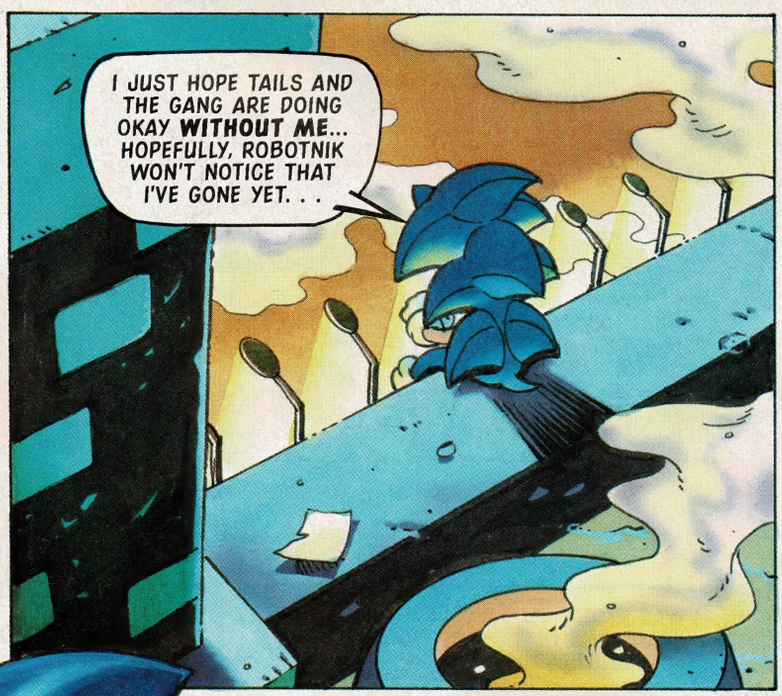
Mister Shifter

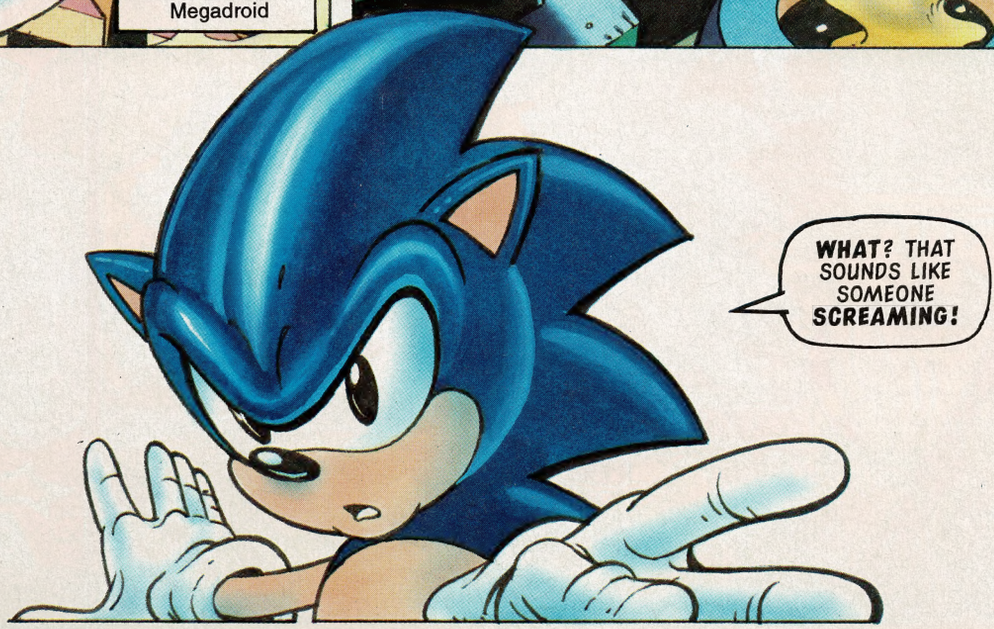
COMPLETE STORY

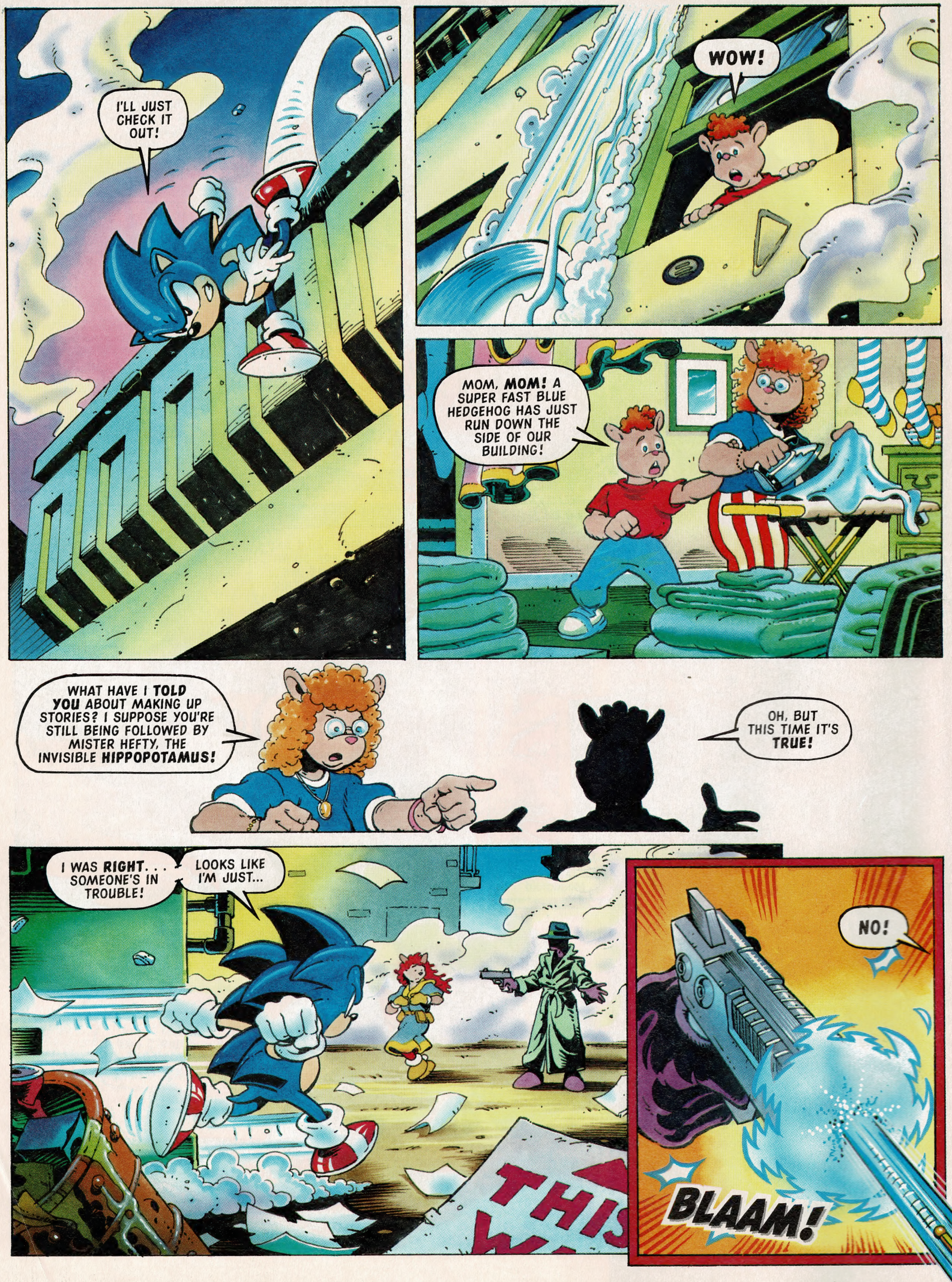
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: TOM FRAME

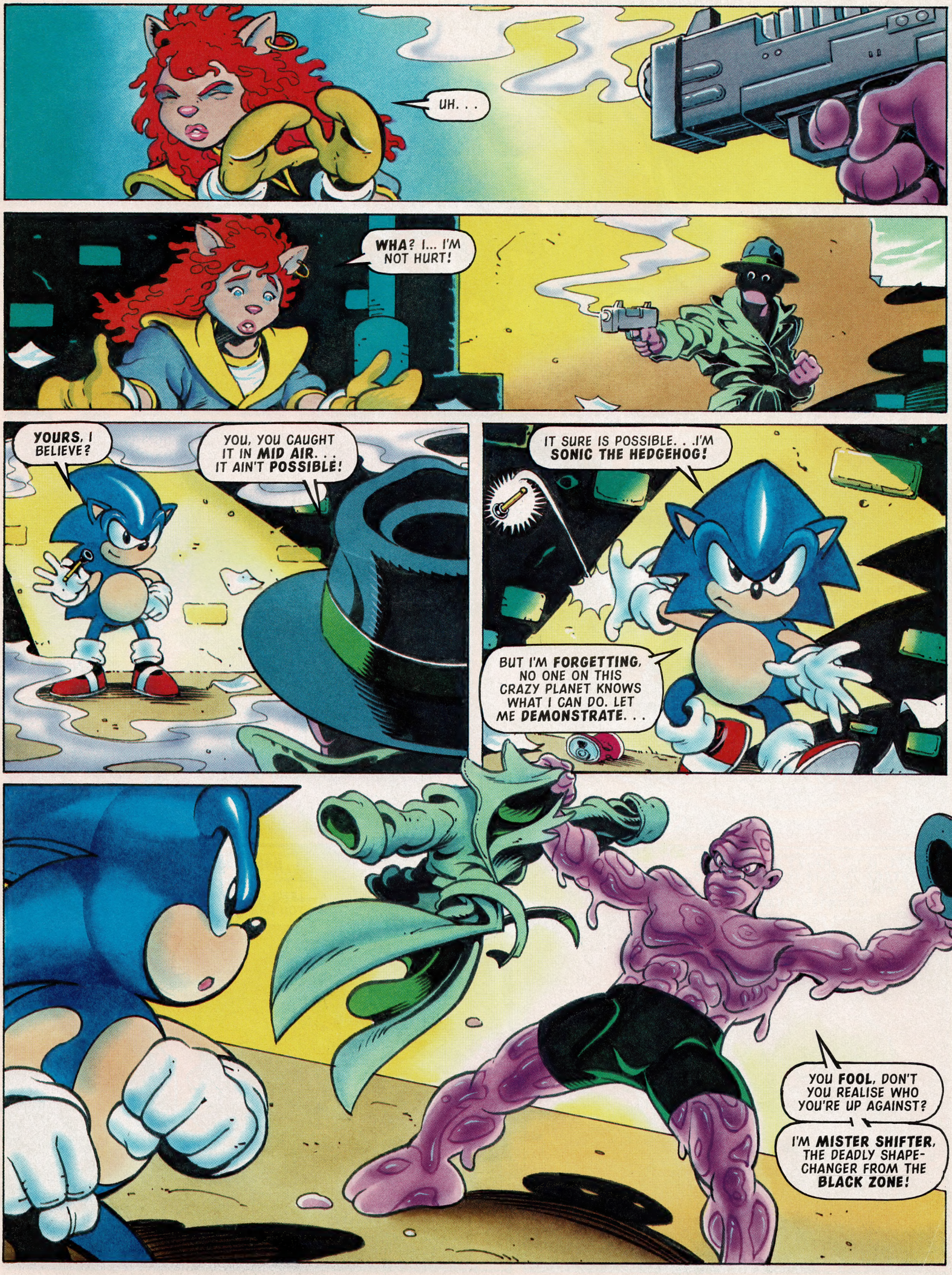

PLANET MERIDIAN IN THE SPECIAL ZONE. . .
ON A ROOFTOP ABOVE NEW TEK CITY SITS A VERY TROUBLED HEDGEHOG.
THERE HAS TO BE A WAY TO GET BACK TO PLANET MOBIUS. . .

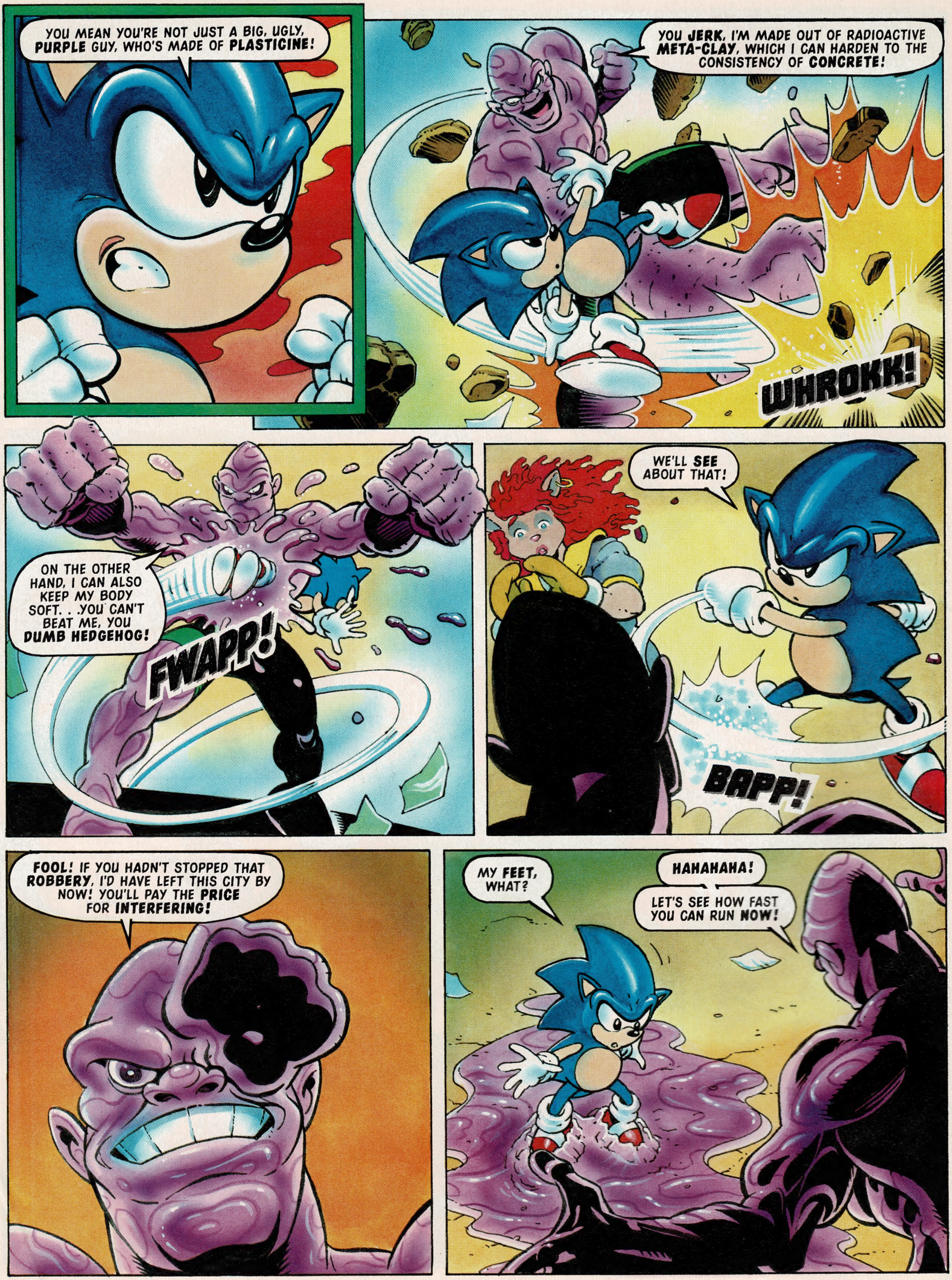
BUT WITH THE OMNI-VIEWER* OUT OF ACTION AND NO STAR POSTS, I CAN'T THINK OF ANY OTHER WAY TO TRAVEL BETWEEN DIMENSIONS!
*SEE LAST ISSUE — Megadroid



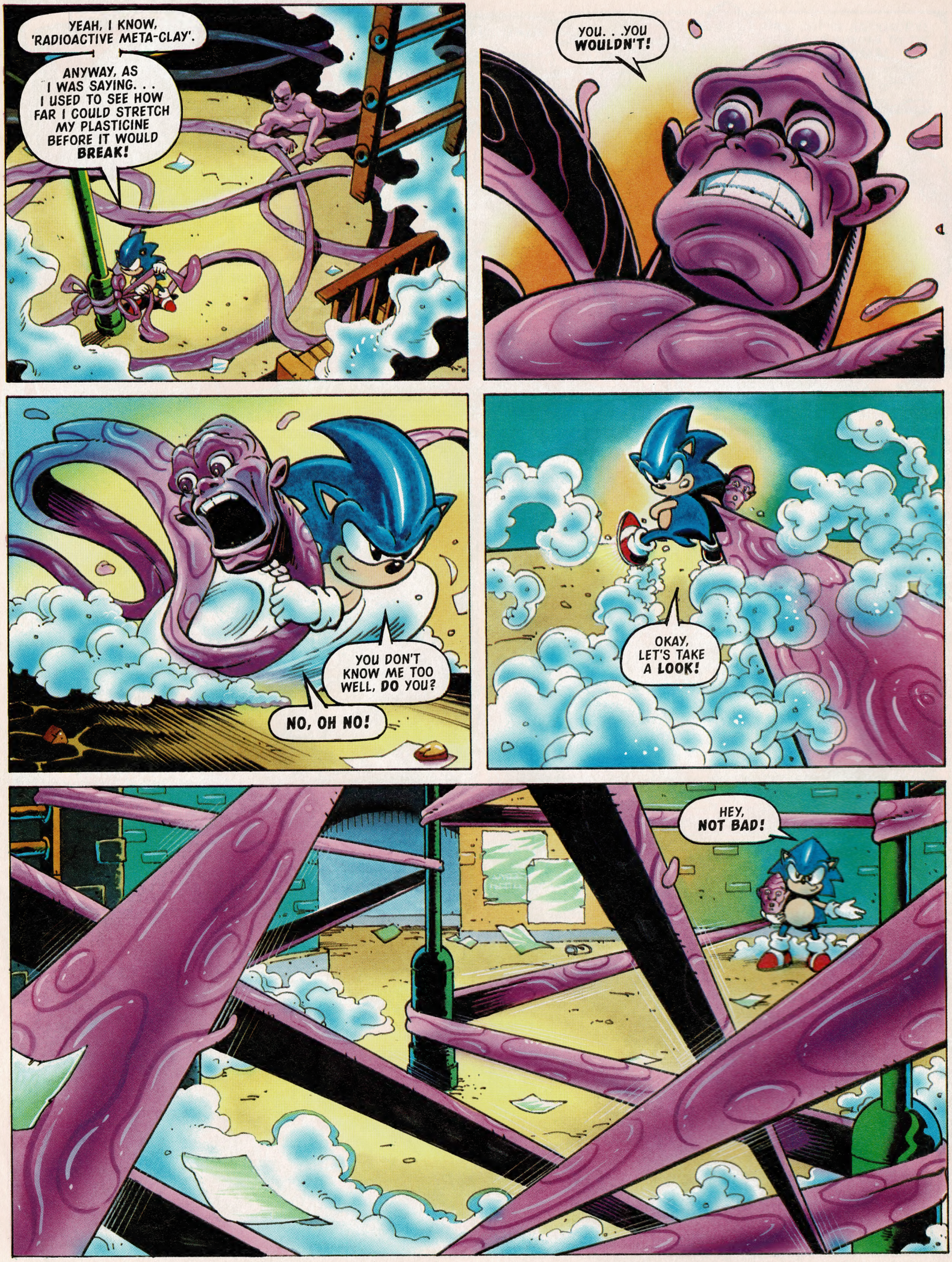


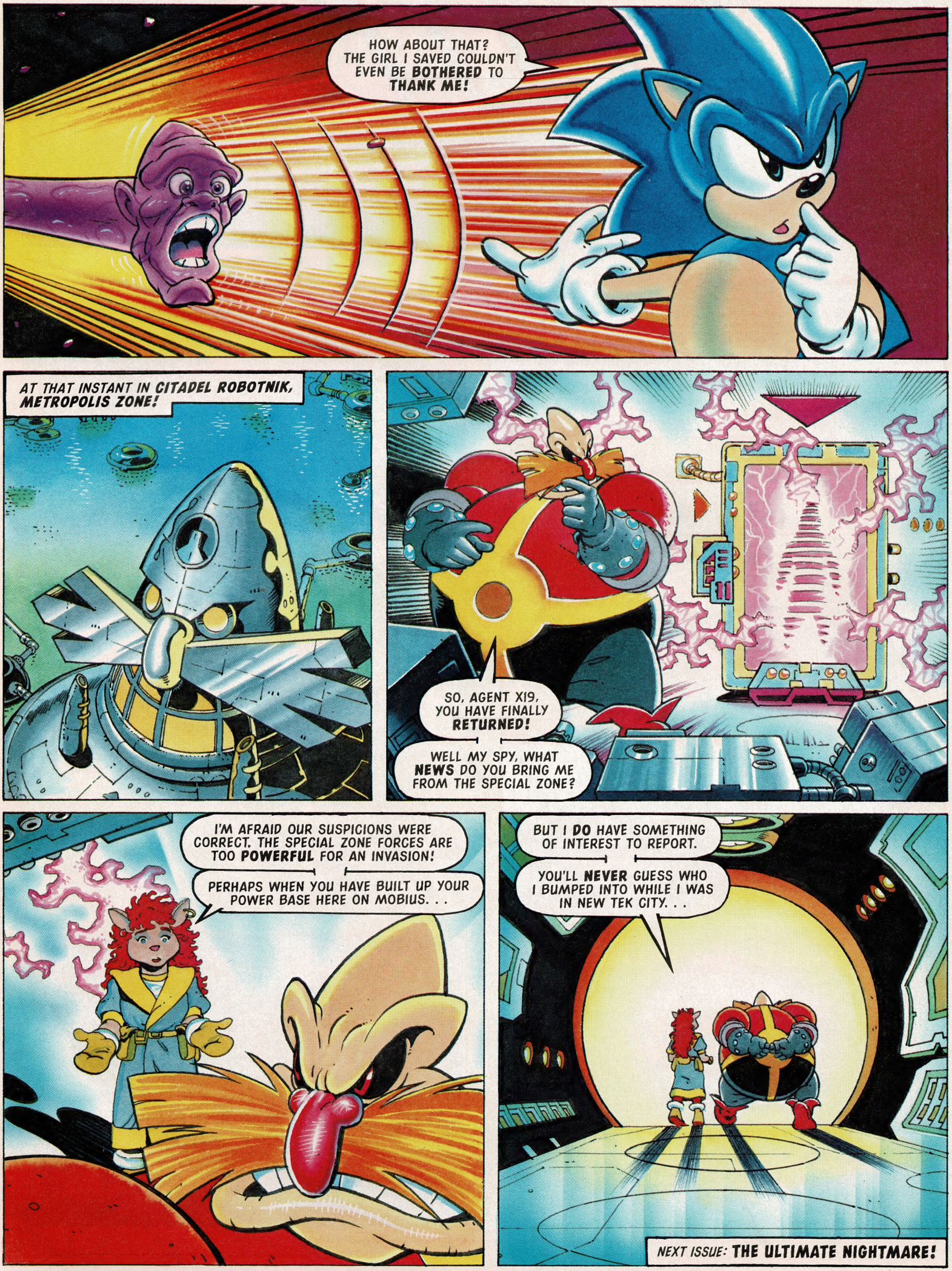

I'LL JUST CHECK IT OUT!
WOW!
MOM, MOM! A SUPER FAST BLUE HEDGEHOG HAS JUST RUN DOWN THE SIDE OF OUR BUILDING!
WHAT HAVE I TOLD YOU ABOUT MAKING UP STORIES? I SUPPOSE YOU'RE STILL BEING FOLLOWED BY MISTER HEFTY, THE INVISIBLE HIPPOPOTAMUS!
OH, BUT THIS TIME IT'S TRUE!
I WAS RIGHT... SOMEONE'S IN TROUBLE!
LOOKS LIKE I'M JUST...
NO!
BLAAM!


UH. . .
WHA? I... I'M NOT HURT!
YOURS, I BELIEVE?
YOU, YOU CAUGHT IT IN MID AIR. . . IT AIN'T POSSIBLE!
IT SURE IS POSSIBLE. . .I'M SONIC THE HEDGEHOG!
BUT I'M FORGETTING, NO ONE ON THIS CRAZY PLANET KNOWS WHAT I CAN DO. LET ME DEMONSTRATE. . .
YOU FOOL, DON'T YOU REALISE WHO YOU'RE UP AGAINST?
I'M MISTER SHIFTER, THE DEADLY SHAPE-CHANGER FROM THE BLACK ZONE!


YOU MEAN YOU'RE NOT JUST A BIG, UGLY, PURPLE GUY, WHO'S MADE OF PLASTICINE!
YOU JERK, I'M MADE OUT OF RADIOACTIVE META-CLAY, WHICH I CAN HARDEN TO THE CONSISTENCY OF CONCRETE!
WHROKK!
ON THE OTHER HAND, I CAN ALSO KEEP MY BODY SOFT. . .YOU CAN'T BEAT ME, YOU DUMB HEDGEHOG!
FWAPP!
WE'LL SEE ABOUT THAT!
BAPP!
FOOL! IF YOU HADN'T STOPPED THAT ROBBERY, I'D HAVE LEFT THIS CITY BY NOW! YOU'LL PAY THE PRICE FOR INTERFERING!
MY FEET, WHAT?
HAHAHAHA!
LET'S SEE HOW FAST YOU CAN RUN NOW!

HAHAHAHA!
I. . .I CAN'T GET MY FEET FREE!
THOKK!
AGGH!
I CAN'T. . .TAKE MUCH MORE. . . OF THIS!
THUDD!
IF THIS DOESN'T WORK, I'M DONE FOR!
WHAT?
WHAAAAA! STOP, STOP!
WHAT'S WRONG? DON'T YOU LIKE BEING VIBRATED AT SONIC SPEED?
AH, THAT MADE YOU LET GO, DIDN'T IT?
I. . .I THINK I'M GOING TO BE ILL!
THIS TAKES ME BACK TO THE OLD DAYS WHEN I USED TO PLAY WITH PLASTICINE!
I TOLD YOU, I'M NOT MADE OUT OF PLASTICINE! I'M MADE OUT OF. . .


YEAH, I KNOW, 'RADIOACTIVE META-CLAY'.
ANYWAY, AS I WAS SAYING. . . I USED TO SEE HOW FAR I COULD STRETCH MY PLASTICINE BEFORE IT WOULD BREAK!
YOU. . .YOU WOULDN'T!
YOU DON'T KNOW ME TOO WELL, DO YOU?
NO, OH NO!
OKAY, LET'S TAKE A LOOK!
HEY, NOT BAD!


HOW ABOUT THAT? THE GIRL I SAVED COULDN'T EVEN BE **BOTHERED** TO **THANK ME!**
AT THAT INSTANT IN ***CITADEL ROBOTNIK, METROPOLIS ZONE!***
SO, AGENT X19, YOU HAVE FINALLY **RETURNED!**
WELL MY SPY, WHAT **NEWS** DO YOU BRING ME FROM THE SPECIAL ZONE?
I'M AFRAID OUR SUSPICIONS WERE CORRECT. THE SPECIAL ZONE FORCES ARE TOO **POWERFUL** FOR AN INVASION!
PERHAPS WHEN YOU HAVE BUILT UP YOUR POWER BASE HERE ON MOBIUS. . .
BUT I **DO** HAVE SOMETHING OF INTEREST TO REPORT.
YOU'LL **NEVER** GUESS WHO I BUMPED INTO WHILE I WAS IN NEW TEK CITY. . .
NEXT ISSUE: **THE ULTIMATE NIGHTMARE!**

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

SHINING WISDOM

Reviewed by David Gibbon

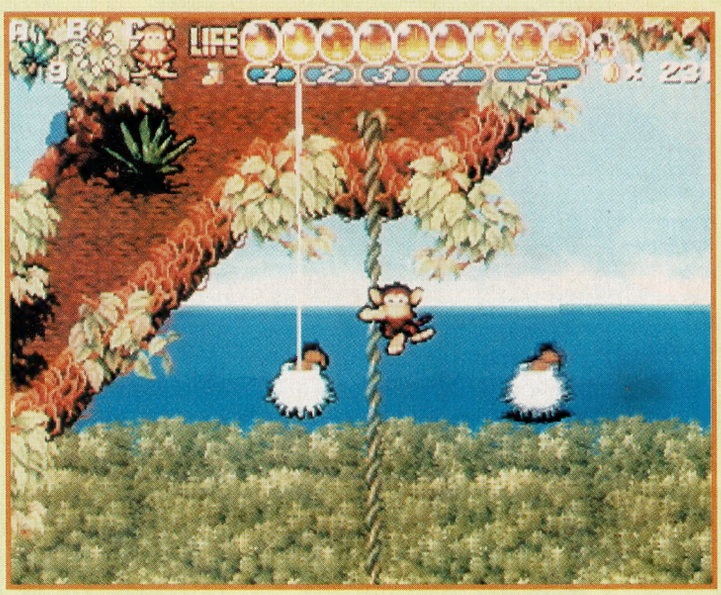
SATURN

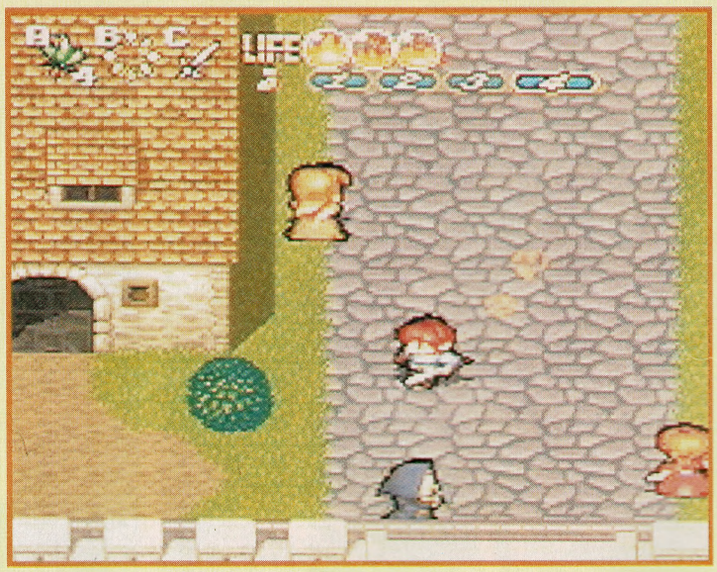
SATURN

GAME TYPE: ROLE-PLAYING
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL





Role-playing games, where the controller is the hero/heroine and interacts with characters, sell as fast as rice cakes in Japan! Because of this, Sega have selected the best games and converted them for the UK market, hence **Shining Wisdom.**

Here's the story behind the game: as controller, you play a guard for the King of Odegan, ruler of the largest kingdom in all of Palacia (who thought up these names?). It's your job to defend the King with your life - apparently, old Japanese tradition say, it's the honourable thing to do!

Starting off at your grandparents' home, you get the chance to explore the place and find out some interesting tales from the local folk. The game allows you to carry out magic spells, pick up treasure, climb vines - and you're able to talk to people!

Graphically, **Shining Wisdom** looks more 'Mega Drive-ish' than 32-bit Saturn generated. However, the gameplay really excels. It's handy that this game includes a save option, because it has a maze of levels and things to do. It'll take ages to complete, but all will be revealed as you go along.

FINAL COUNTDOWN

RAVES
A huge game - good value for money!

GRAVES
Takes an age to complete!

GRAPHICS 78
SOUND 62
PLAYABILITY 87
OVERALL 84

TIN TIN IN TIBET

Reviewed by David Gibbon

MEGA DRIVE

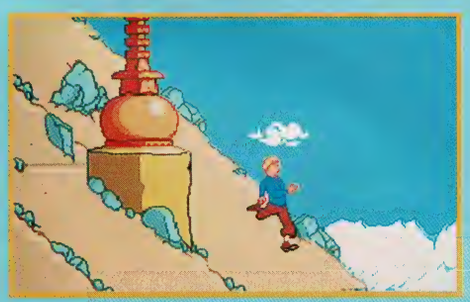
GAME TYPE: ACTION ADVENTURE
PLAYERS: 1
PUBLISHER: INFOGRAMES
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Which cartoon character is so popular that the TV series is shown in 35 different countries, and whose comic sells over four million copies a year? Sonic, you say? Well, actually it's Tin Tin - the investigative newspaper journalist who has adventures with his faithful dog, Snowy! Well, the good news is that now there's a Mega Drive game available called **Tin Tin in Tibet**, based on this historic comic book character.

The object of the game is to help Tin Tin find his missing friend, T Chang. The game is played over 13 levels, each one giving the hero a different task to complete. The levels include The Train where Tin Tin dodges parcels as they fall from a moving train, then with the aid of boxes, he has to cross a

dangerous bridge, complete with broken track - no mean feat! The Falaise level features Tin Tin and the Captain using ropes to climb up the side of a mountain and help them through a snow storm, in order to defeat the Yeti in Bigfoot's den. Things get even more weird and wacky as the game progresses!

Tin Tin's range of moves include walking, running, bending and swimming, picking up objects and speaking to characters! Graphically, the game is excellent with Tin Tin using 650 frames of animation alone, enabling him to move backwards and forwards on the screen and really capture the look of the original cartoon.



Although **Tin Tin in Tibet** is basically a platform game with add-ons, the range and variety of tasks makes it stand out from the crowd.

FINAL COUNTDOWN

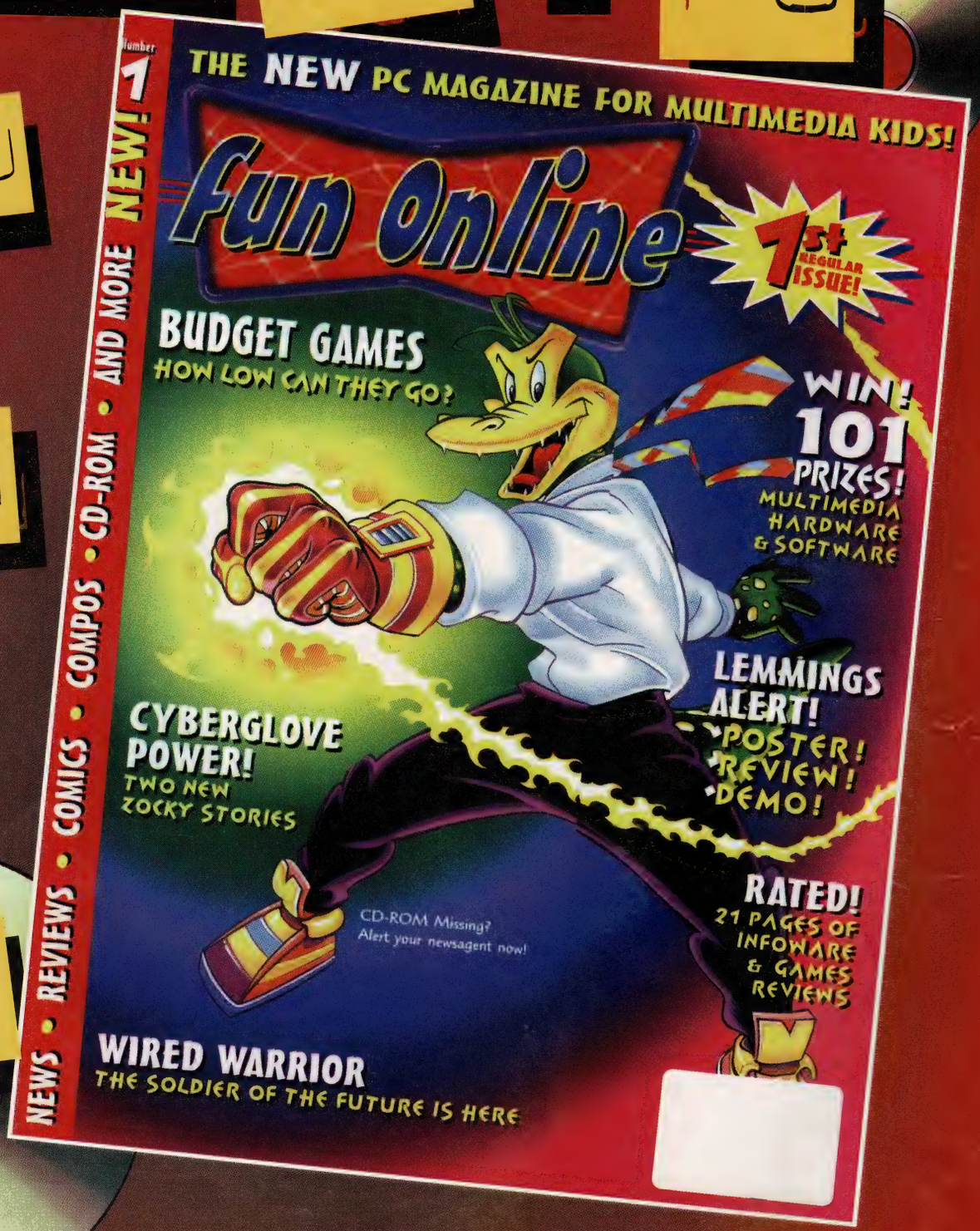
RAVES
Action with plenty of variation!

GRAVES
Some tasks could be difficult for younger players.

GRAPHICS 84
SOUND 72
PLAYABILITY 82
OVERALL 81

IF YOU'VE GOT A PC

YOU CAN JOIN IN THE FUN!



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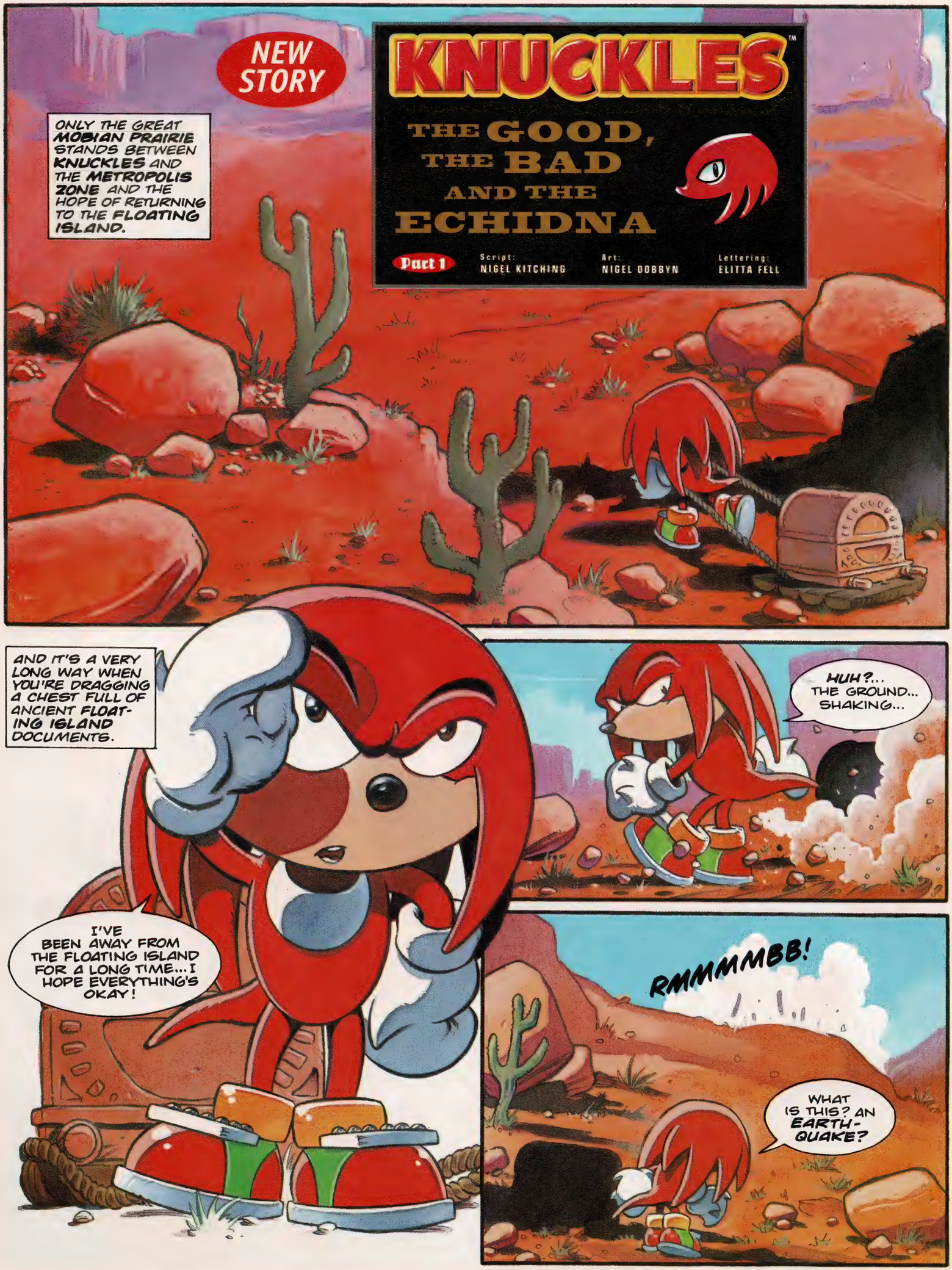

NEW STORY
KNUCKLES™
THE GOOD, THE BAD AND THE ECHIDNA
Part 1
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
ONLY THE GREAT MOBIAN PRAIRIE STANDS BETWEEN KNUCKLES AND THE METROPOLIS ZONE AND THE HOPE OF RETURNING TO THE FLOATING ISLAND.
AND IT'S A VERY LONG WAY WHEN YOU'RE DRAGGING A CHEST FULL OF ANCIENT FLOATING ISLAND DOCUMENTS.
I'VE BEEN AWAY FROM THE FLOATING ISLAND FOR A LONG TIME... I HOPE EVERYTHING'S OKAY!
HUH?... THE GROUND... SHAKING...
RMMMMBB!
WHAT IS THIS? AN EARTHQUAKE?

YAAAA!

CAN YOU SEE HIM, AMIGO?
NOPE! CAN'T SAY THAT I DO!
QUEEKLY, ROUND UP THE HERD! DON'T LET THEM GET AWAY!
OKAY, CHITO, WE'LL GET RIGHT ON IT!
WHAT D'YA RECKON, CHITO? YOU THINK HE COULDA LIVED THROUGH THIS?
I DON'T THEENK ANYONE COULD LIVE THROUGH A STAMPEDE OF APTERIX, MY FRIEND!
DON'T COUNT ME OUT TOO SOON, PARDNERS!
ROOSTER, YOU'RE ALL RIGHT!
IT SURE WAS A CLOSE CALL! I MANAGED TO FIND MYSELF SOME COVER JUST IN TIME!
BUT I CAN'T FIGURE OUT WHAT MADE THEM VARMINTS STAMPEDE IN THE FIRST PLACE!

ER, HELLO.
THOSE CREATURES BELONG TO YOU, DO THEY?
WELL ROOSTER, NOW I THEENK WE KNOW WHO STARTED THE STAMPEDE!
I REALLY DON'T KNOW WHAT YOU'RE TALKING ABOUT!
BOSS KROUCH SENT YOU TO SABOTAGE OUR HERD, DIDN'T HE, SEÑOR?
QUEEKLY, USE THE PROD ON HEEM!
NOW JUST CALM DOWN, YOU'RE MAKING A BIG MISTAKE!
CHICO, MAYBE WE SHOULD...
HEEHEEHEE! JUST LOOK AT HEEM WRIGGLE!
AAAAGGH!

THIS MUST BE THE HOMBRE WHO'S BEEN SABOTAGING OUR HERD!
I'LL BET IT'S HEEM WHO'S BEEN CAUSING ALL THOSE 'ACCIDENTS'!
AWW... I DON'T KNOW. WE AIN'T GOT MUCH IN THE WAY OF PROOF...
UHHH...
LOOK AMIGO, IF YOU DON'T GET YOUR APTERIX HERD TO METROPOLIS CITY, YOU'RE RUINED! YOU CAN'T TRUST HIM!
I RECKON YOU'RE RIGHT... WHAT YUH GOT IN MIND, CHICO?
WE'RE NOT FAR FROM BACKWATER CITY! THE SHERIFF THERE WILL KNOW WHAT TO DO WITH HEEM!
WHILE WE'RE GONE THE GUYS CAN CONTINUE TO DRIVE THE HERD... WE'LL BE BACK IN A COUPLE OF DAYS!
WHY DO THESE THINGS ALWAYS HAPPEN TO ME?
NEXT ISSUE: HANG 'EM HIGH!

NiGHTS NEWS!

by Christopher Jones.

Big in Japan (as well as the rest of the world): Yuji Nakaa!

A game so breathtaking and enjoyable, which uses the Saturn system to the max, has just been turned into reality...

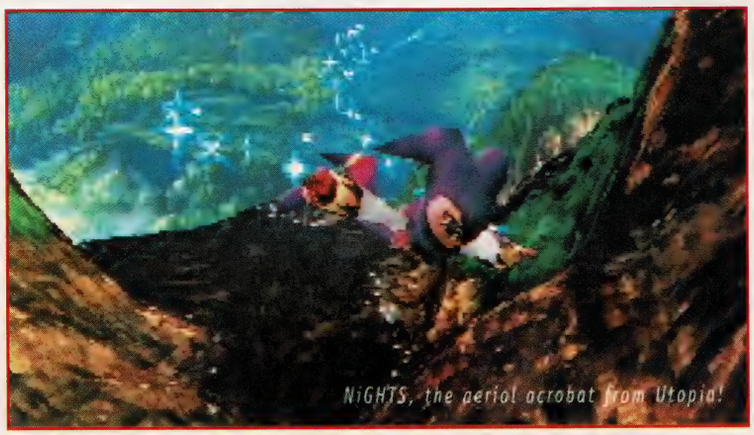
NiGHTS has been created by the team that brought you the *Sonic* games. Led by Japanese programming genius, Yuji Naka, Sega wanted them to come up with the best Saturn game ever... and **NiGHTS** was created.

The story behind **NiGHTS** revolves around the dream world of Nightopia where our dreams are played out. An evil being named Wizeman the Wicked, is gaining tremendous power in this domain through his creations - the Nightmaren. He uses an army of evil Nightmares to capture precious dream energy from humans. If he is not stopped, he will rise from the dream world and enter our world. No power on earth will be able to stop him. As Wizeman's horrible Nightmarens start fulfilling this dastardly plan, a Nightopian escapes from the battle to beg one girl and one boy to help in saving both the dream world and the waking world from this evil being. Elliot and Claris are the young folk chosen to take on the Wizeman.

Elliot and Claris are special as they possess red ideya - a rare courage or energy. This enables them to face off against the horrors that lurk inside the world of dreams. When these two enter Nightopia it is clear

Claris and Elliot...

that they need to recapture four other types of dream energy; white, green, yellow and blue ideya must all be recovered. To do this, they need the help of NiGHTS, a brave Nightopian aerial acrobat who has refused to help the Wizeman with his evil schemes. NiGHTS knows that because Claris and Elliot have red ideya, he can merge with either of them and fly his way round Nightopia in an attempt to recover the other energies.


NiGHTS, the aerial acrobat from Utopia!

There is so much to do in this game. You can perform aerial tricks for bonuses and experience many different dreamscapes, from the Spring Valley to the Frozen Bell; an icy world. Fighting off the evil Nightmarens is also called for, and one impressive way which NiGHTS does this, is by performing a paraloop. This entails a loop-the-loop which makes NiGHTS flight tail cross over itself, creating a vortex inside the gap which sucks in all his enemies in the vicinity! A new artificial-life-intelligence system is also a part of this game. The Nightopians who live in Nightopia are cute, cuddly Flicky-type creatures that have the ability to multiply and act differently in every game. If you land on them or hurt them then they won't be nice to you!

NiGHTS looks set to take on the world! Only seeing it and playing it can give you an idea of how impressive it actually is. Graphics, gameplay, sound and ability are a different class. A new Analogue joypad has also been specially produced to get a looser, easier to roll feel when you're flying NiGHTS around his groovy world. The game and joypad are on sale now for £59.99, although you will be able to buy both separately. It is a true benchmark game for the Saturn system.

Playing the game, **NiGHTS**, involves learning how to fly with the character, NiGHTS! Using the new Analogue joypad you can fly NiGHTS around to your hearts content. The fluidity of the animation and the graceful way in which it all moves is truly outstanding. The landscapes are colourful, and as NiGHTS paraloops, spins and charges around his universe, you must remember that his task is to collect blue crystals against the clock, so as to recapture the different ideyas.

NEXT ISSUE: ELLIOT PIN-UP!

Delicious yogurt in one corner.....

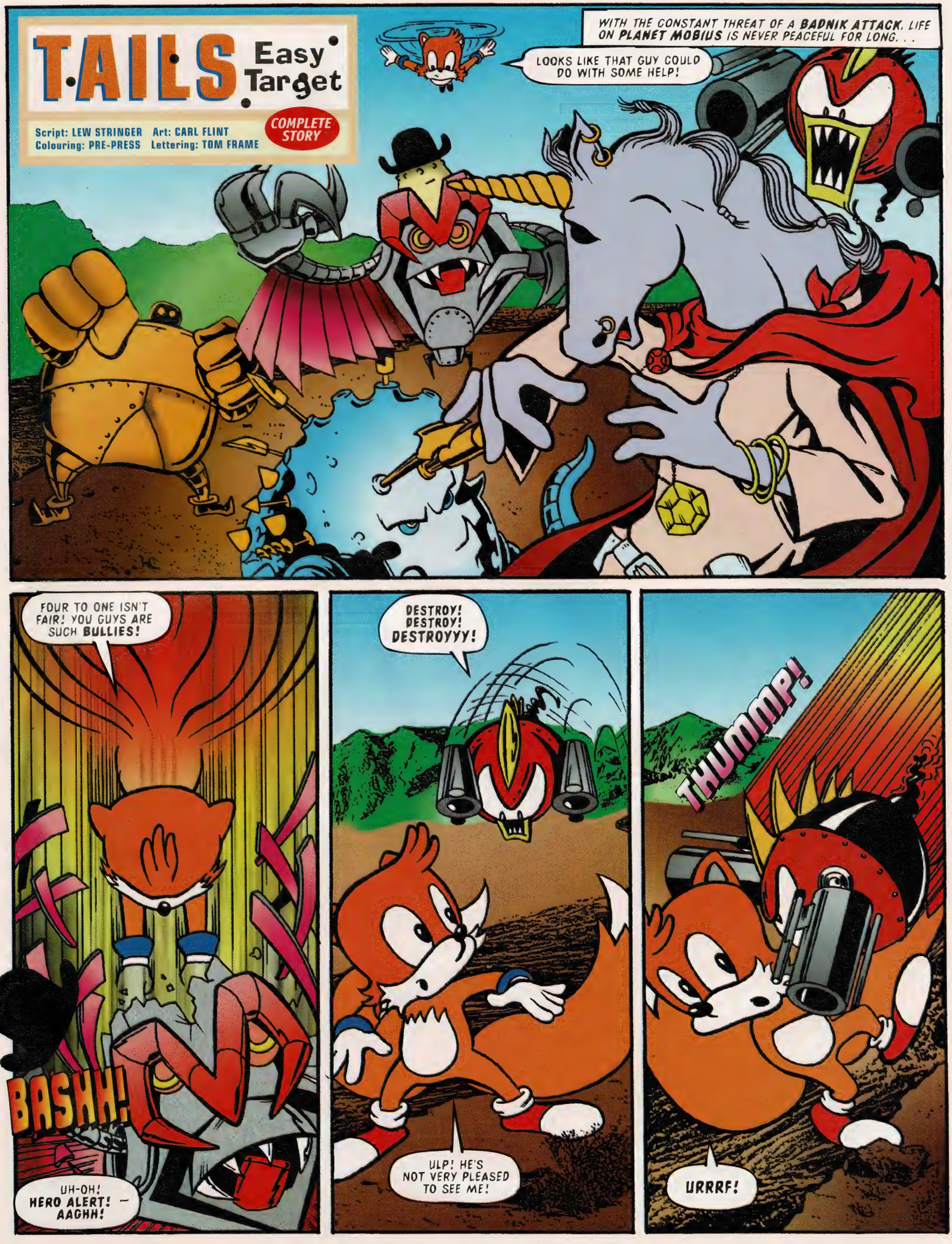
0-3

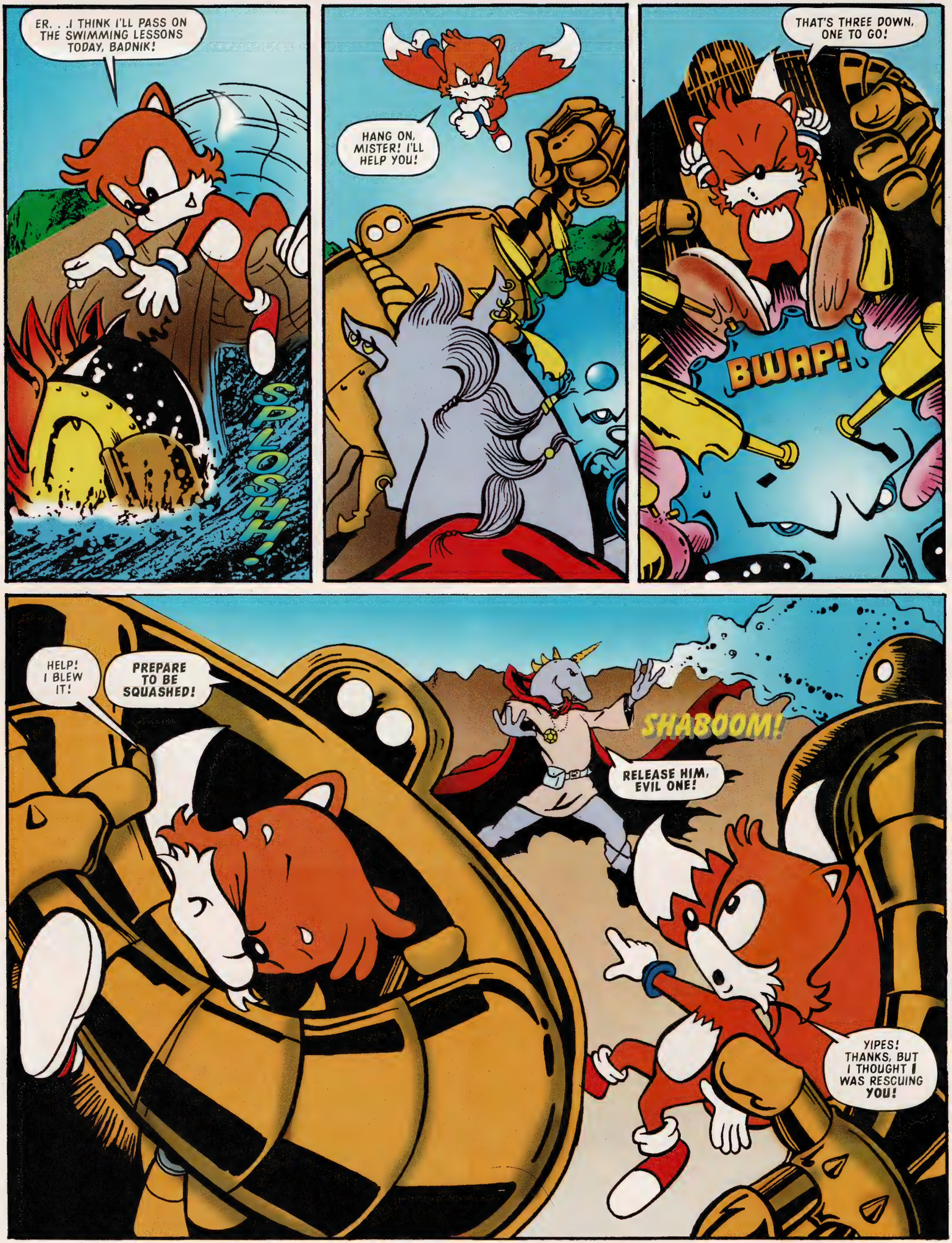
By copying his multi-coloured collection of 48 trolls, Alan the chameleon

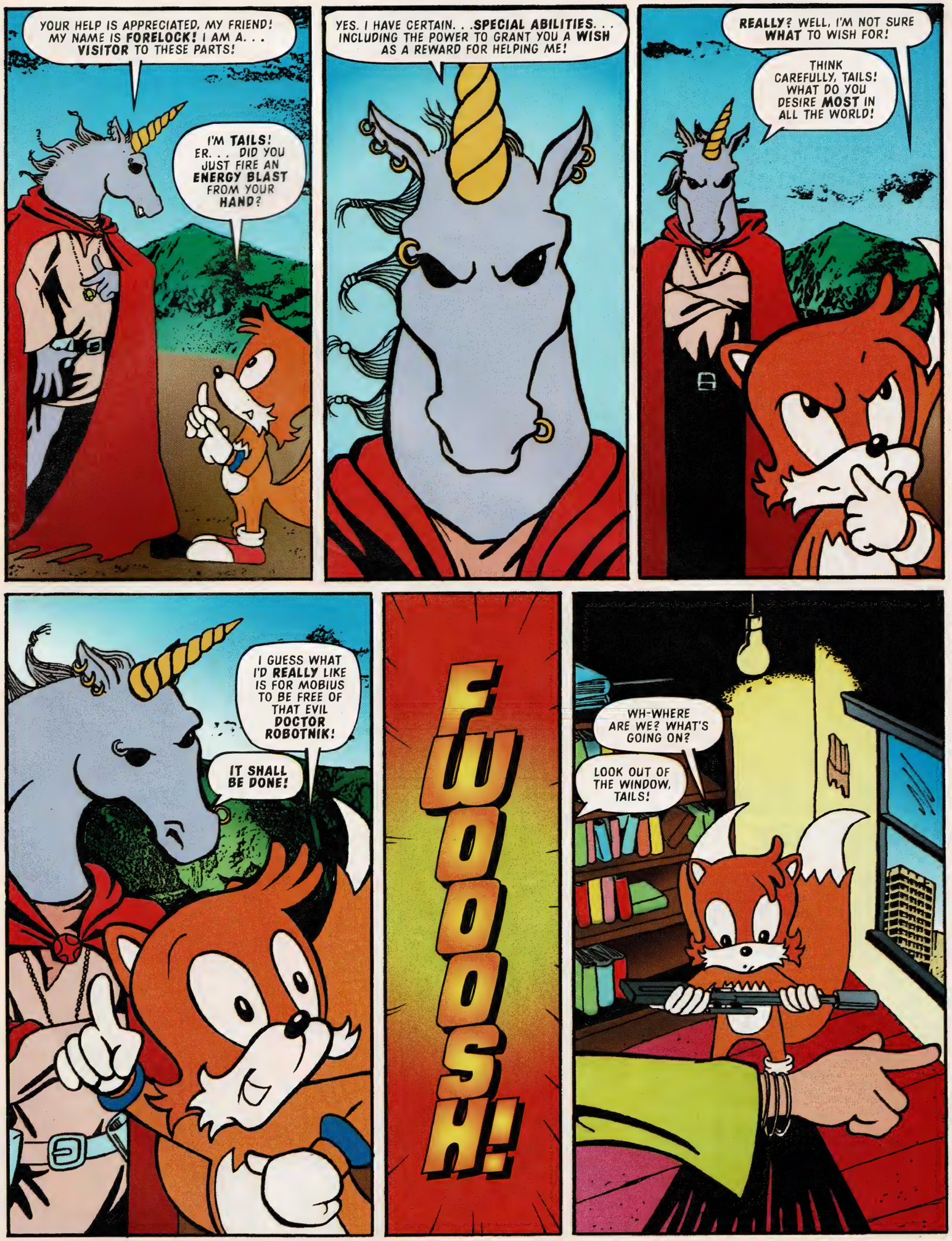
scores a perfect **10** at the 1996 European colour-changing Championships.

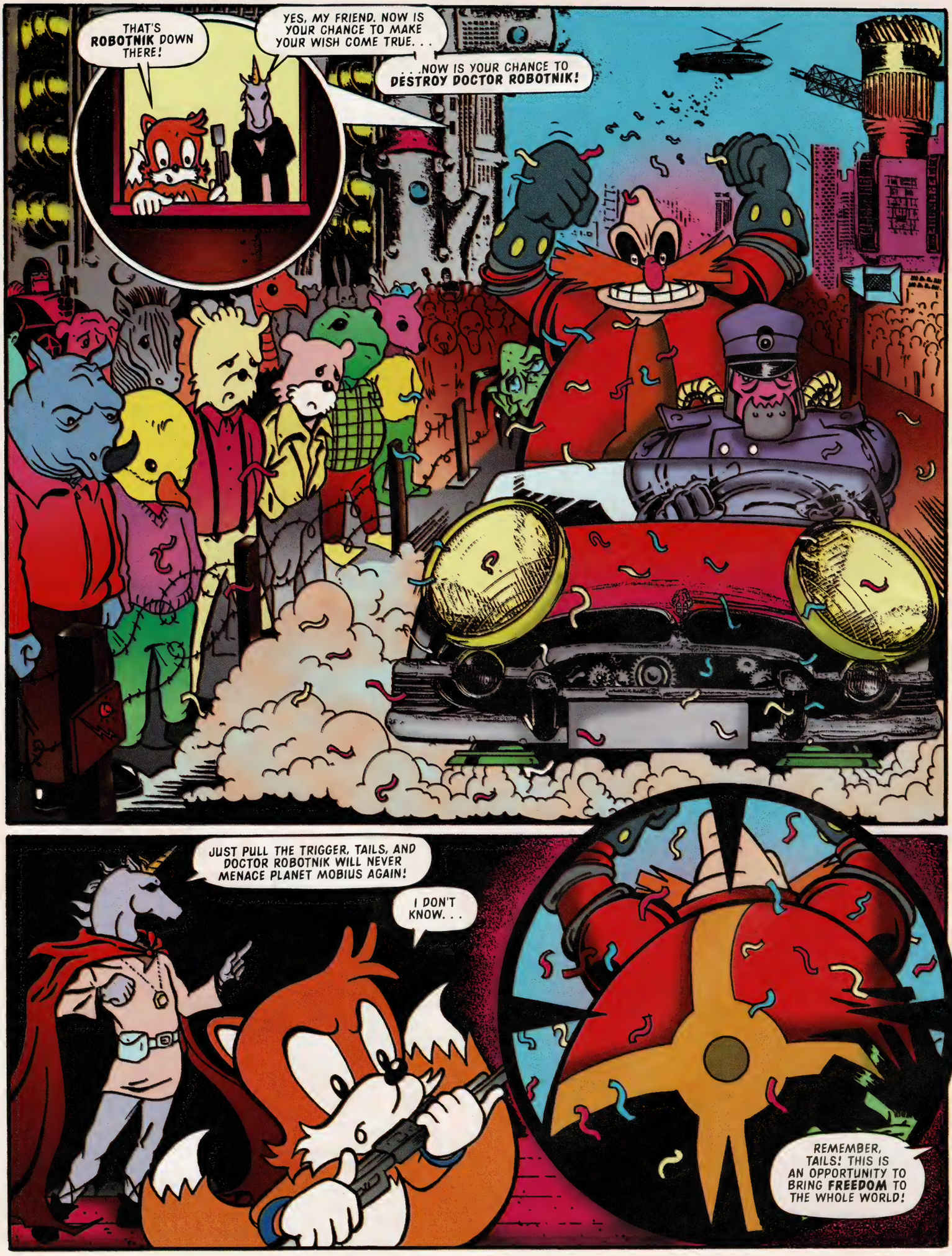
.... brilliant collectable toy in the other.

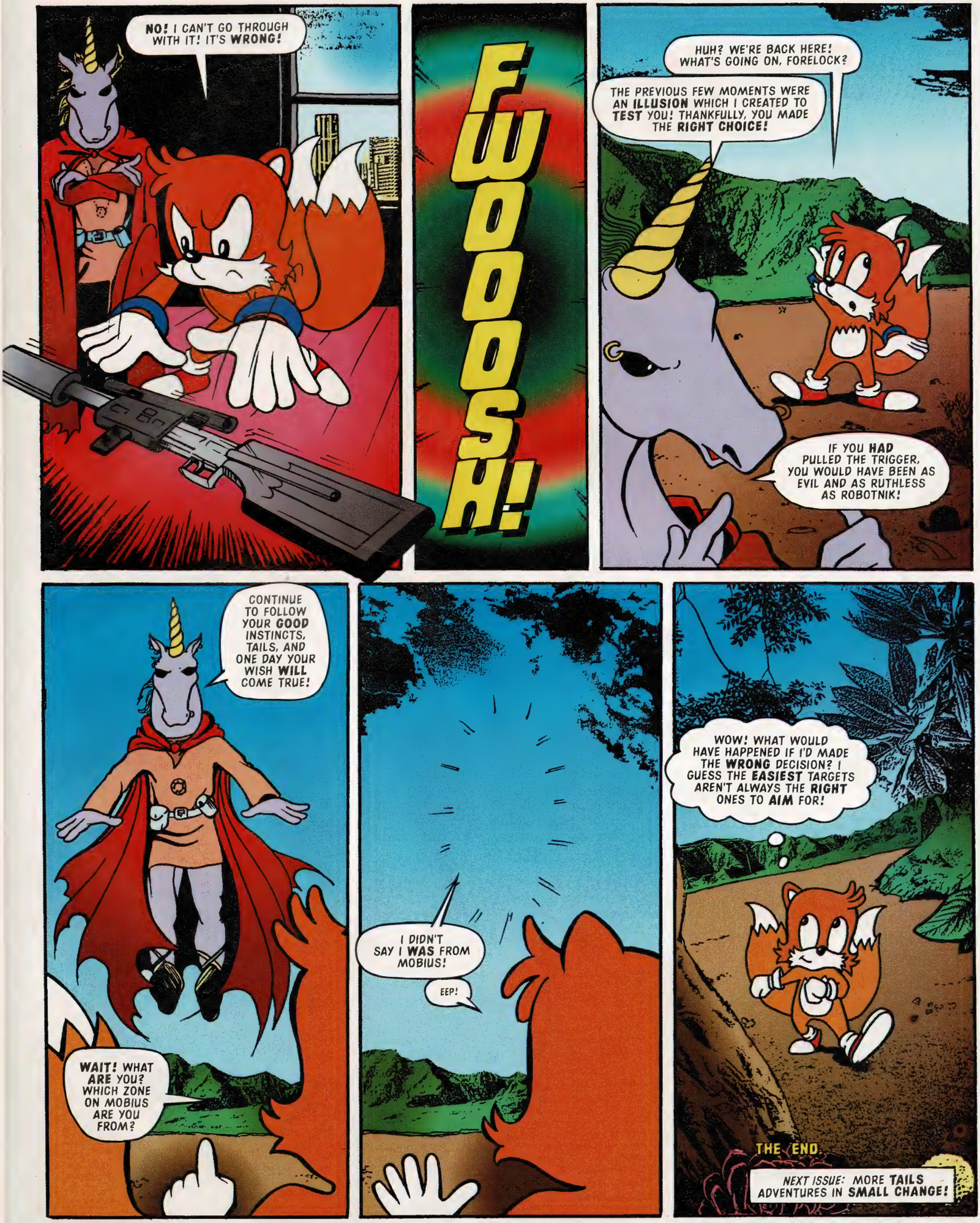
müller


TAILS Easy Target
COMPLETE STORY
Script: LEW STRINGER Art: CARL FLINT
Colouring: PRE-PRESS Lettering: TOM FRAME
WITH THE CONSTANT THREAT OF A BADNIK ATTACK, LIFE ON PLANET MOBIUS IS NEVER PEACEFUL FOR LONG. . .
LOOKS LIKE THAT GUY COULD DO WITH SOME HELP!
FOUR TO ONE ISN'T FAIR! YOU GUYS ARE SUCH BULLIES!
BASHH!
UH-OH! HERO ALERT! — AAGHH!
DESTROY! DESTROY! DESTROYYY!
ULP! HE'S NOT VERY PLEASED TO SEE ME!
THUMMP!
URRRF!


ER. . .I THINK I'LL PASS ON THE SWIMMING LESSONS TODAY, BADNIK!
SPLOSH!
HANG ON, MISTER! I'LL HELP YOU!
THAT'S THREE DOWN, ONE TO GO!
BWAP!
HELP! I BLEW IT!
PREPARE TO BE SQUASHED!
SHABOOM!
RELEASE HIM, EVIL ONE!
YIPES! THANKS, BUT I THOUGHT I WAS RESCUING YOU!


YOUR HELP IS APPRECIATED, MY FRIEND! MY NAME IS FORELOCK! I AM A... VISITOR TO THESE PARTS!
I'M TAILS! ER... DID YOU JUST FIRE AN ENERGY BLAST FROM YOUR HAND?
YES. I HAVE CERTAIN... SPECIAL ABILITIES... INCLUDING THE POWER TO GRANT YOU A WISH AS A REWARD FOR HELPING ME!
REALLY? WELL, I'M NOT SURE WHAT TO WISH FOR!
THINK CAREFULLY, TAILS! WHAT DO YOU DESIRE MOST IN ALL THE WORLD!
I GUESS WHAT I'D REALLY LIKE IS FOR MOBIUS TO BE FREE OF THAT EVIL DOCTOR ROBOTNIK!
IT SHALL BE DONE!
FWOOOSH!
WH-WHERE ARE WE? WHAT'S GOING ON?
LOOK OUT OF THE WINDOW, TAILS!


THAT'S ROBOTNIK DOWN THERE!
YES, MY FRIEND. NOW IS YOUR CHANCE TO MAKE YOUR WISH COME TRUE. . .
. . .NOW IS YOUR CHANCE TO DESTROY DOCTOR ROBOTNIK!
JUST PULL THE TRIGGER, TAILS, AND DOCTOR ROBOTNIK WILL NEVER MENACE PLANET MOBIUS AGAIN!
I DON'T KNOW. . .
REMEMBER, TAILS! THIS IS AN OPPORTUNITY TO BRING FREEDOM TO THE WHOLE WORLD!


NO! I CAN'T GO THROUGH WITH IT! IT'S WRONG!
FWOOOSH!
HUH? WE'RE BACK HERE! WHAT'S GOING ON, FORELOCK?
THE PREVIOUS FEW MOMENTS WERE AN ILLUSION WHICH I CREATED TO TEST YOU! THANKFULLY, YOU MADE THE RIGHT CHOICE!
IF YOU HAD PULLED THE TRIGGER, YOU WOULD HAVE BEEN AS EVIL AND AS RUTHLESS AS ROBOTNIK!
CONTINUE TO FOLLOW YOUR GOOD INSTINCTS, TAILS, AND ONE DAY YOUR WISH WILL COME TRUE!
WAIT! WHAT ARE YOU? WHICH ZONE ON MOBIUS ARE YOU FROM?
I DIDN'T SAY I WAS FROM MOBIUS!
EEP!
WOW! WHAT WOULD HAVE HAPPENED IF I'D MADE THE WRONG DECISION? I GUESS THE EASIEST TARGETS AREN'T ALWAYS THE RIGHT ONES TO AIM FOR!
THE END
NEXT ISSUE: MORE TAILS ADVENTURES IN SMALL CHANGE!

Q ZONE

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IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

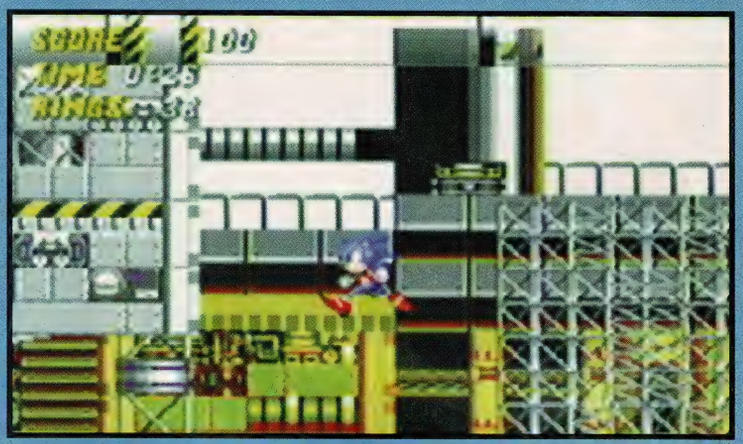
SONIC THE HEDGEHOG 2 REVISITED-PART 2

MD MEGA DRIVE

HINTS & TIPS

LEVEL SELECT

Go to the options screen and select the sound test. Play sounds 19, 65, 09 and 17. Now reset the machine and hold down A whilst pressing Start on the title screen. Bingo! You can now go off to a level of your choice.



TURN INTO SUPER SONIC

Do the above level select cheat, then play these tunes on the level select screen: 04, 01, 02, and 06. Select your starting level and proceed to collect 50 rings. Press button B and C together to transform Sonic into Super Sonic.

STARTING THE GAME WITH 14 CONTINUES

Go to the options screen and play the following tunes: 19, 65, 09, 17, 01, 01, 02 and 04. Next, highlight Player Select and press Start. You'll now begin on level one with 14 continues.

CHANGE THINGS AROUND

Enter the level select cheat. Next, enter the following codes using the Sound Test option on the Level Select screen: 01, 09, 09, 02, 01, 01, 02 and 04. Observant Boomers will realise that this spells out the date for 'Sonic 2sday' (24/11/1992), that memorable day when *Sonic 2* was unleashed on the world!

Select the stage that you want to start from and hold down A and Start. You may notice the score is scrambled, but don't worry as this won't effect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects, so you may place anything from a spike to a ring on-screen (selecting C will place the chosen object into the game). If you want to return to the game just press B.

MS MASTER SYSTEM GG GAME GEAR

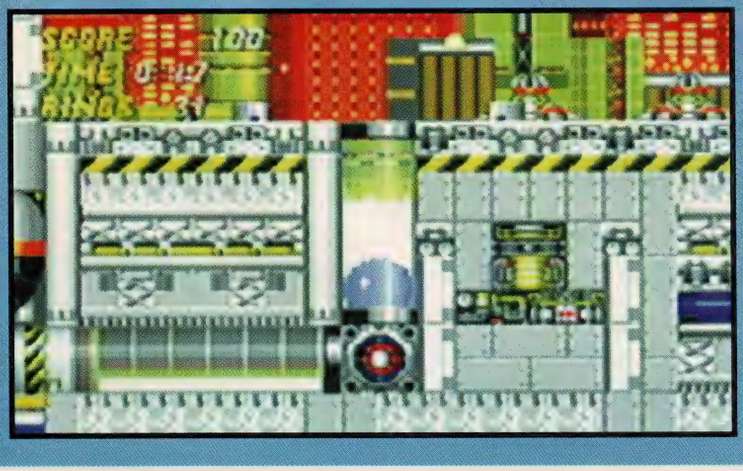
SKY HIGH ZONE

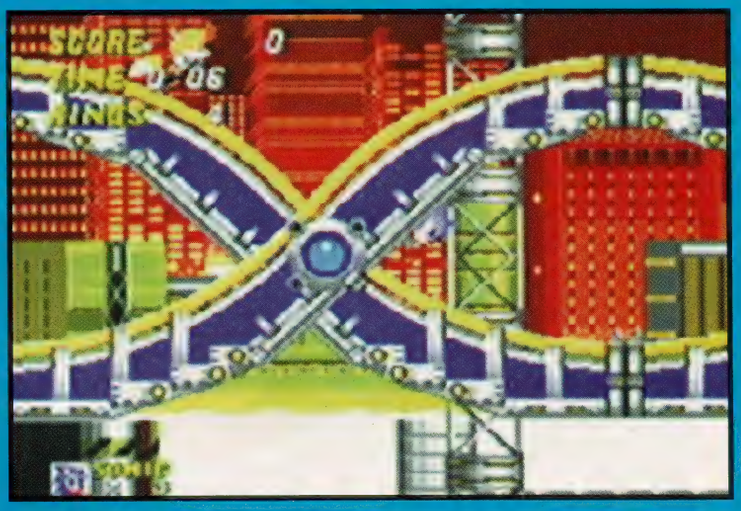
Most Boomers have found the hang-glider tricky to control. However, the main thing to remember is to first take a run-up as this gives you more lift once you're in the air. Keep pressing left on the D-pad and release, as this makes the glider go up, as well as slowing it down. The wind will also give you a push, making it easier to reach the next platform safely. Remember that the faster the pace you're travelling at on take off, the further you'll go in the air. Also, try not to press left on the D-pad too frequently (unless you're falling) as this slows you down.

DISCOVER HIDDEN LEVELS

LEVEL SELECT

To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping all of the aforementioned pressed on your joypad, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice, and the level select screen will appear.





LEVEL CHEAT

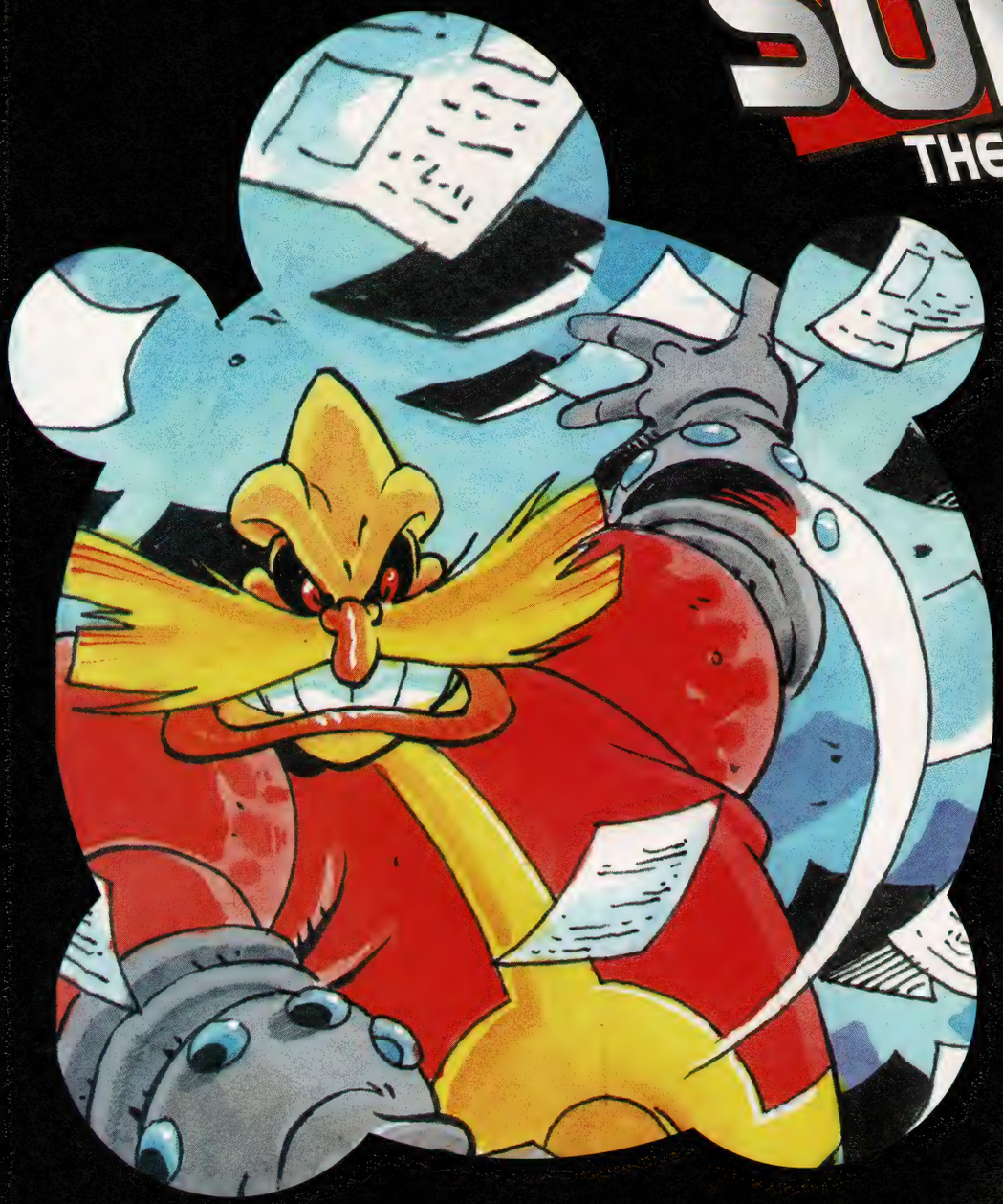
When the Sega logo disappears, press Up, Left and both buttons on the joypad in port 2 and slowly count to twelve. Now hold down, Up and Right and count to five. Press Up, Left and the two buttons again. When Doctor Robotnik goes off the top right of the oval, press Up and Right until both Sonic and Tails appear. Plug your joypad into port 1, press button 2 and a level cheat will appear.

EXTRA LIVES

Start by going to Sky High Zone Act 2, and go to the bottom of the level and pick up the invincibility TV. Jump onto the ledge above it, go right across the spikes and pick up the extra life. Now go away and come back and the life will be there again. Repeat this to gain as many lives as you require.

NEXT ISSUE: More **Sonic 2** - Chaos Emeralds! Plus, **Sonic 3** part 1!

DON'T LET THIS HAPPEN TO *YOUR* COPY OF SONIC THE COMIC



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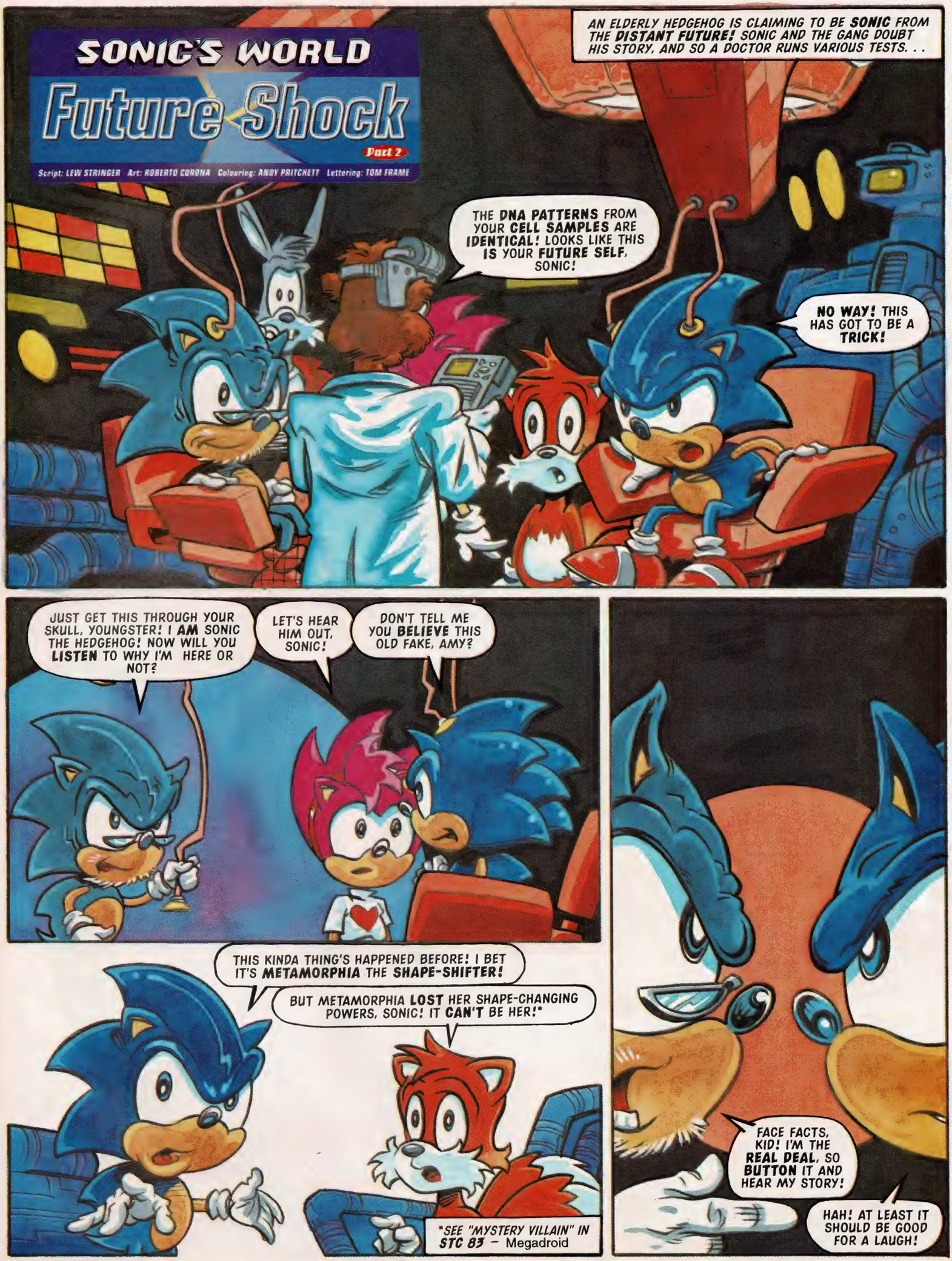
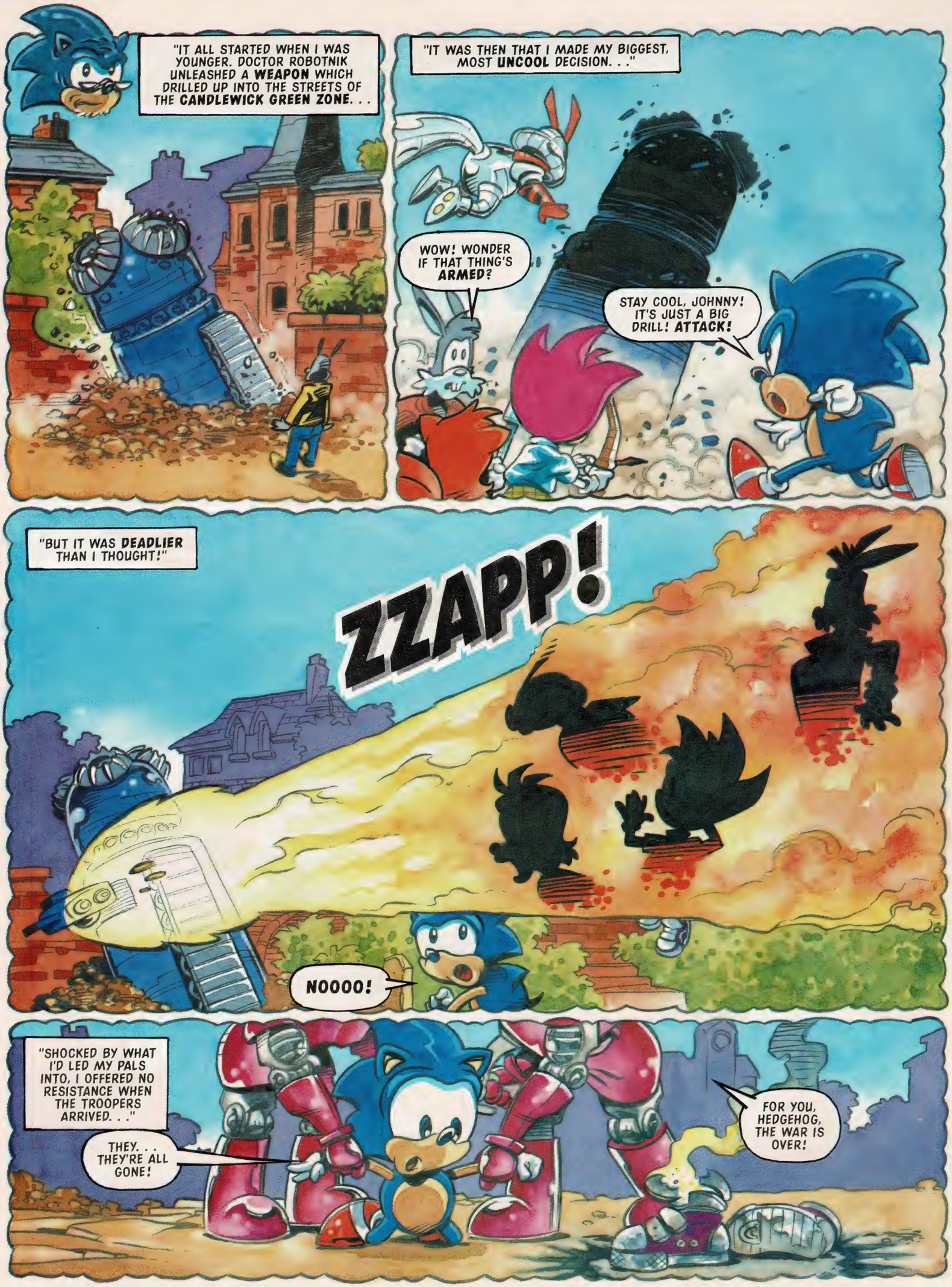
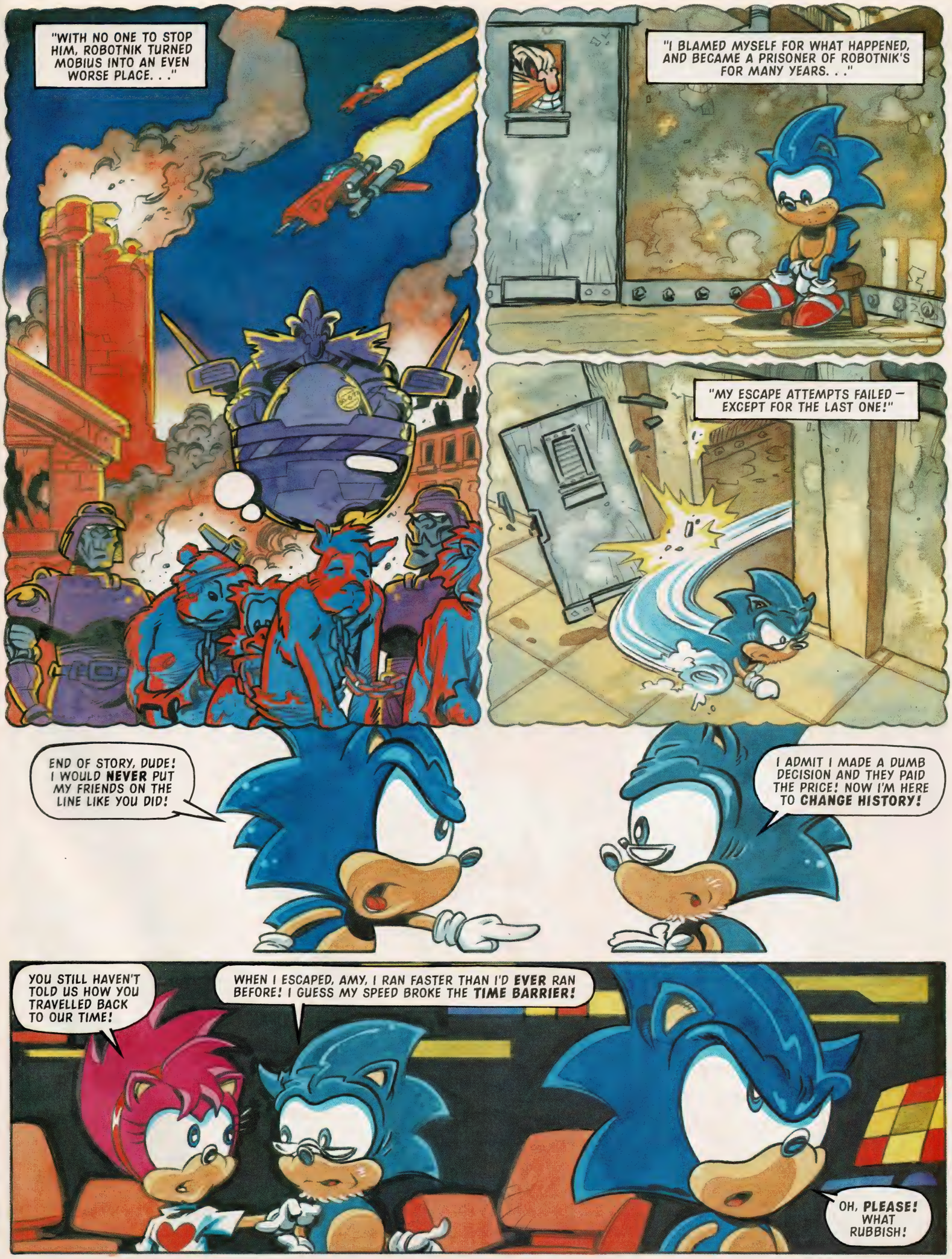
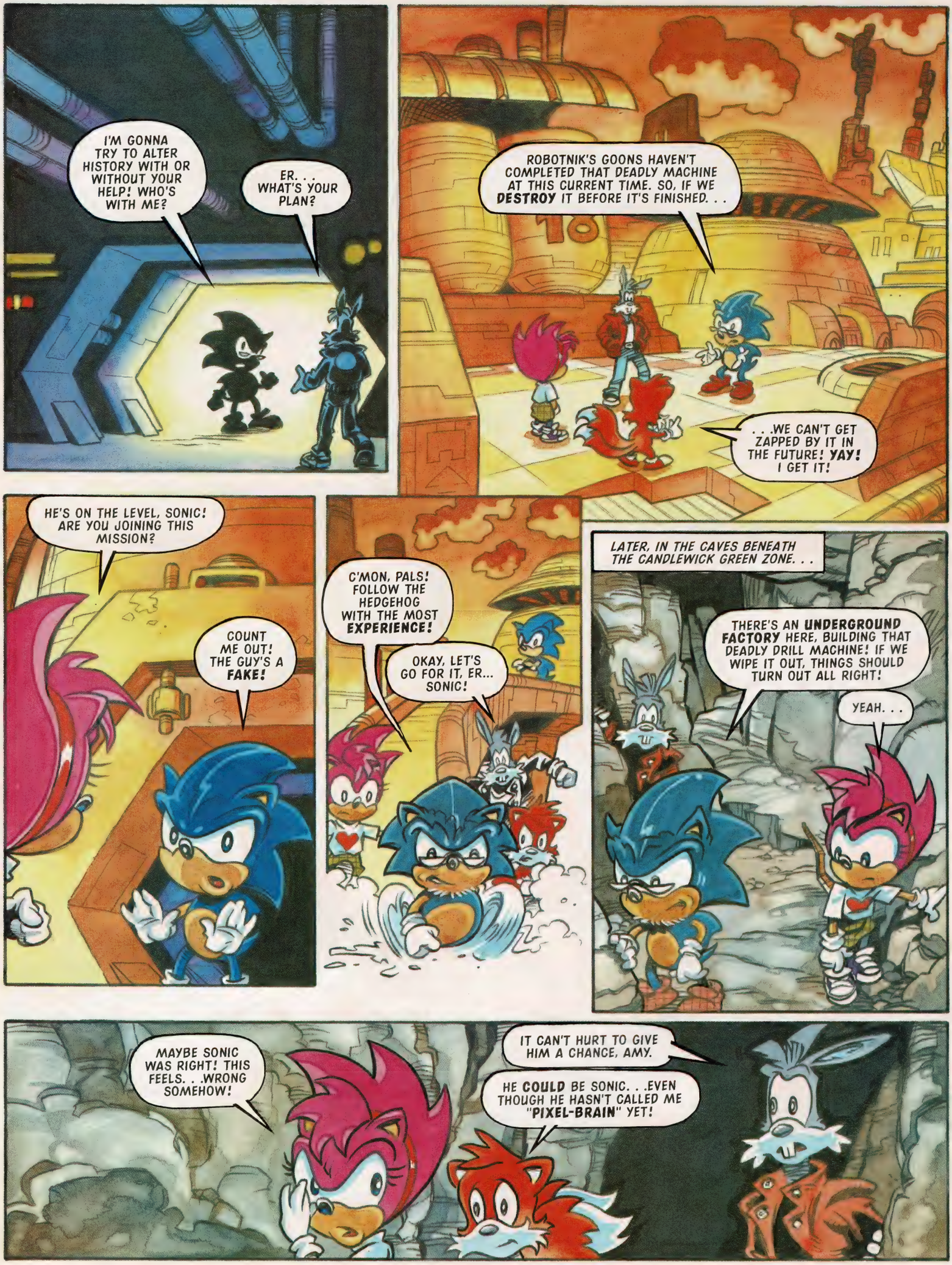
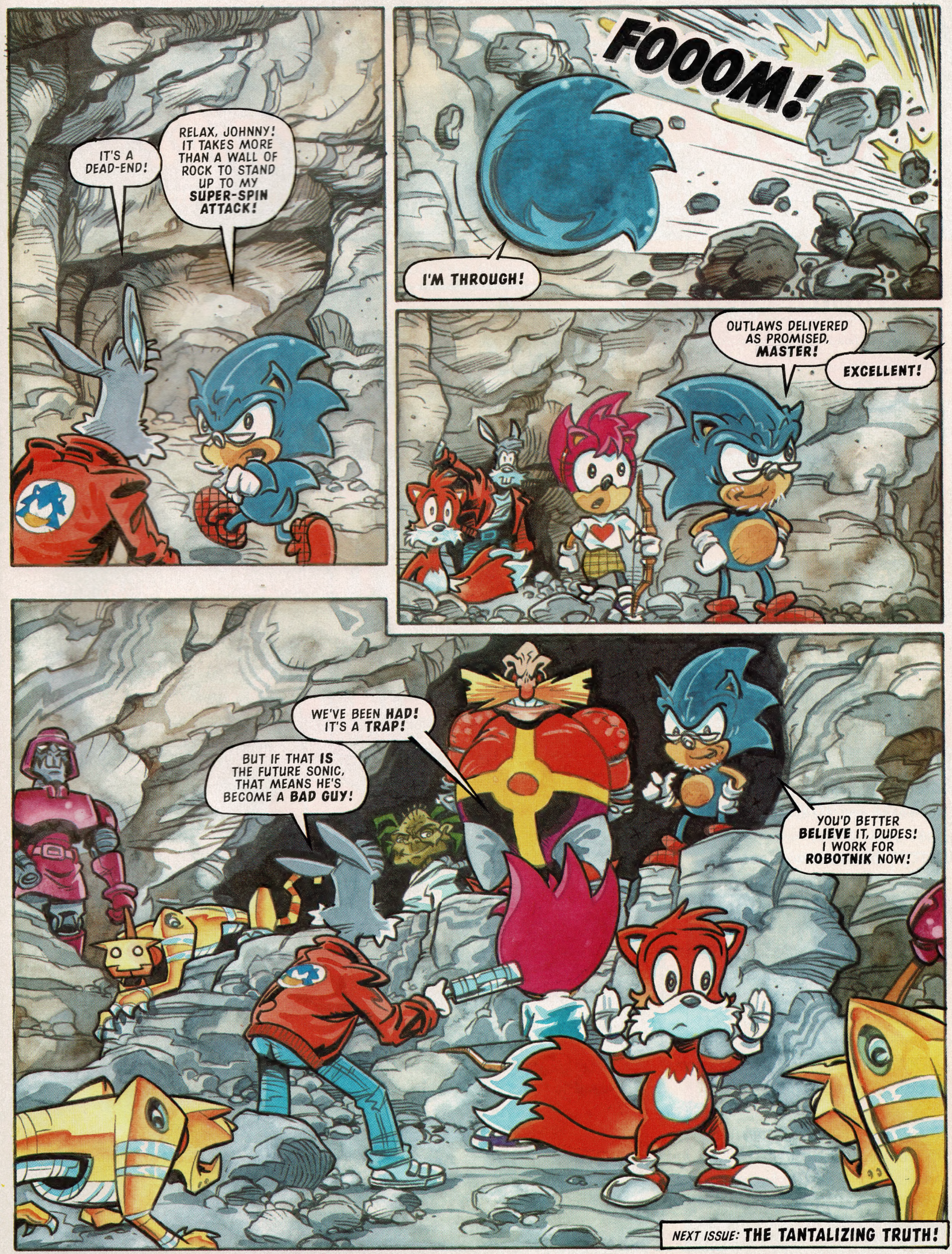

SONIC'S WORLD
Future Shock
Part 2
Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME
AN ELDERLY HEDGEHOG IS CLAIMING TO BE SONIC FROM THE DISTANT FUTURE! SONIC AND THE GANG DOUBT HIS STORY, AND SO A DOCTOR RUNS VARIOUS TESTS. . .
THE DNA PATTERNS FROM YOUR CELL SAMPLES ARE IDENTICAL! LOOKS LIKE THIS IS YOUR FUTURE SELF, SONIC!
NO WAY! THIS HAS GOT TO BE A TRICK!
JUST GET THIS THROUGH YOUR SKULL, YOUNGSTER! I AM SONIC THE HEDGEHOG! NOW WILL YOU LISTEN TO WHY I'M HERE OR NOT?
LET'S HEAR HIM OUT, SONIC!
DON'T TELL ME YOU BELIEVE THIS OLD FAKE, AMY?
THIS KINDA THING'S HAPPENED BEFORE! I BET IT'S METAMORPHIA THE SHAPE-SHIFTER!
BUT METAMORPHIA LOST HER SHAPE-CHANGING POWERS, SONIC! IT CAN'T BE HER!*
*SEE "MYSTERY VILLAIN" IN STC 83 – Megadroid
FACE FACTS, KID! I'M THE REAL DEAL, SO BUTTON IT AND HEAR MY STORY!
HAH! AT LEAST IT SHOULD BE GOOD FOR A LAUGH!


"IT ALL STARTED WHEN I WAS YOUNGER. DOCTOR ROBOTNIK UNLEASHED A WEAPON WHICH DRILLED UP INTO THE STREETS OF THE CANDLEWICK GREEN ZONE. . .
"IT WAS THEN THAT I MADE MY BIGGEST, MOST UNCOOL DECISION. . ."
WOW! WONDER IF THAT THING'S ARMED?
STAY COOL, JOHNNY! IT'S JUST A BIG DRILL! ATTACK!
"BUT IT WAS DEADLIER THAN I THOUGHT!"
ZZAPP!
NOOOO!
"SHOCKED BY WHAT I'D LED MY PALS INTO, I OFFERED NO RESISTANCE WHEN THE TROOPERS ARRIVED. . ."
THEY. . . THEY'RE ALL GONE!
FOR YOU, HEDGEHOG, THE WAR IS OVER!


"WITH NO ONE TO STOP HIM, ROBOTNIK TURNED MOBIUS INTO AN EVEN WORSE PLACE. . ."
"I BLAMED MYSELF FOR WHAT HAPPENED, AND BECAME A PRISONER OF ROBOTNIK'S FOR MANY YEARS. . ."
"MY ESCAPE ATTEMPTS FAILED — EXCEPT FOR THE LAST ONE!"
END OF STORY, DUDE! I WOULD **NEVER** PUT MY FRIENDS ON THE LINE LIKE YOU DID!
I ADMIT I MADE A DUMB DECISION AND THEY PAID THE PRICE! NOW I'M HERE TO **CHANGE HISTORY!**
YOU STILL HAVEN'T TOLD US HOW YOU TRAVELLED BACK TO OUR TIME!
WHEN I ESCAPED, AMY, I RAN FASTER THAN I'D **EVER** RAN BEFORE! I GUESS MY SPEED BROKE THE **TIME BARRIER!**
OH, **PLEASE!** WHAT RUBBISH!


I'M GONNA TRY TO ALTER HISTORY WITH OR WITHOUT YOUR HELP! WHO'S WITH ME?
ER. . . WHAT'S YOUR PLAN?
ROBOTNIK'S GOONS HAVEN'T COMPLETED THAT DEADLY MACHINE AT THIS CURRENT TIME. SO, IF WE DESTROY IT BEFORE IT'S FINISHED. . .
. . .WE CAN'T GET ZAPPED BY IT IN THE FUTURE! YAY! I GET IT!
HE'S ON THE LEVEL, SONIC! ARE YOU JOINING THIS MISSION?
COUNT ME OUT! THE GUY'S A FAKE!
C'MON, PALS! FOLLOW THE HEDGEHOG WITH THE MOST EXPERIENCE!
OKAY, LET'S GO FOR IT, ER... SONIC!
LATER, IN THE CAVES BENEATH THE CANDLEWICK GREEN ZONE. . .
THERE'S AN UNDERGROUND FACTORY HERE, BUILDING THAT DEADLY DRILL MACHINE! IF WE WIPE IT OUT, THINGS SHOULD TURN OUT ALL RIGHT!
YEAH. . .
MAYBE SONIC WAS RIGHT! THIS FEELS. . .WRONG SOMEHOW!
IT CAN'T HURT TO GIVE HIM A CHANCE, AMY.
HE COULD BE SONIC. . .EVEN THOUGH HE HASN'T CALLED ME "PIXEL-BRAIN" YET!


IT'S A DEAD-END!
RELAX, JOHNNY! IT TAKES MORE THAN A WALL OF ROCK TO STAND UP TO MY SUPER-SPIN ATTACK!
FOOOM!
I'M THROUGH!
OUTLAWS DELIVERED AS PROMISED, MASTER!
EXCELLENT!
WE'VE BEEN HAD! IT'S A TRAP!
BUT IF THAT IS THE FUTURE SONIC, THAT MEANS HE'S BECOME A BAD GUY!
YOU'D BETTER BELIEVE IT, DUDES! I WORK FOR ROBOTNIK NOW!
NEXT ISSUE: THE TANTALIZING TRUTH!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

SPECIAL CASE!

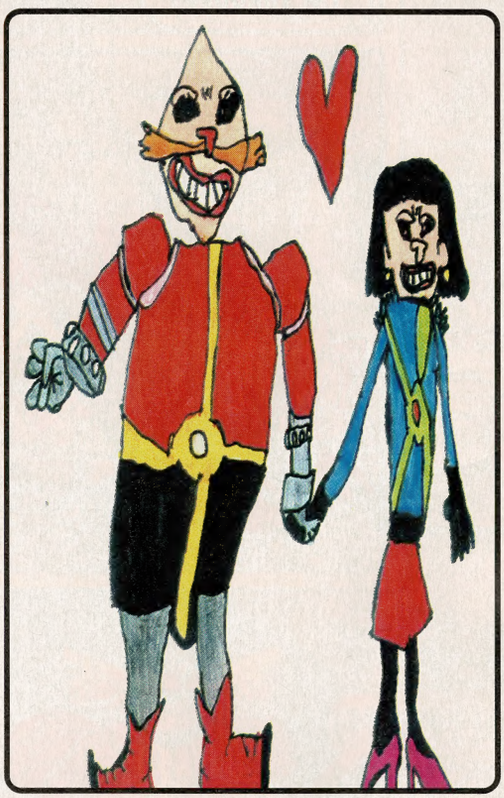
Hello *STC*,

I live in Germany and have a subscription to *STC*. However, this doesn't include the Sonic or Knuckles Specials, which I want desperately! As I can't go to the U.K. to buy them, and I don't know anyone over there who could send them to me, could you please let me know how I can order them?

Alessandro Sanasi, Stein, Germany.
Sega Mega Hog Tag Winner.

For you Alessandro, and any other Boomers who've had difficulty obtaining the 'Specials' or back copies, contact... A.I.M. Ltd., Subscriptions Department, PO Box 10, Sunderland, SR4 6SN, England. Telephone (0191) 510 2290. Alessandro, there's obviously a different code from Deutschland, but remember that parent-humes can be a bit odd about international calls being made - even if it is in honour of a certain blue hedgehog!

Who said Doctor Robotnik didn't have a heart!



Jennifer Kitching, Yarm, Cleveland.
Sonic & Knuckles Hog Tag Winner.

A SHADE BETTER!

Dear Megadroid,

I'm glad to see that *Sonic the Hedgehog 2* is being featured again in the Q Zone. Also, I thought I'd let you know that those shades you wear make you look as cool as a penguin with frost bite!

Paul Edwards, Erdington, Birmingham.
Sega Mega Hog Tag Winner.

STC aims to please, Paul. As for the shades, it's to cover up the glazed, lifeless look I've developed since I began mixing with the humes-who-think-they're-in-charge!

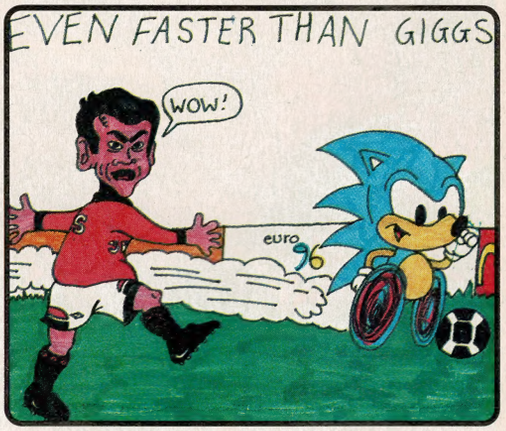
DECAP A-BACK!

Dear *STC*,

Even though I live in South Africa, I've been collecting *STC* since it began. My favourite comic strip is 'Decap Attack', which is so funny. Will the mad Decappers be returning in the future?

Jeffrey Pearce, Cape Town, South Africa.
Sega Mega Hog Tag Winner.

Too f-right, Jeff! Lunacy is looming as the Professor, Chuck and Igor make a monster comeback in STC 89 - a mere two issues away.



Joel Guthell & Andy Wong, Leigh-on-Sea, Essex.
Sonic & Knuckles Hog Tag Winners.

Send your e-mail messages to:
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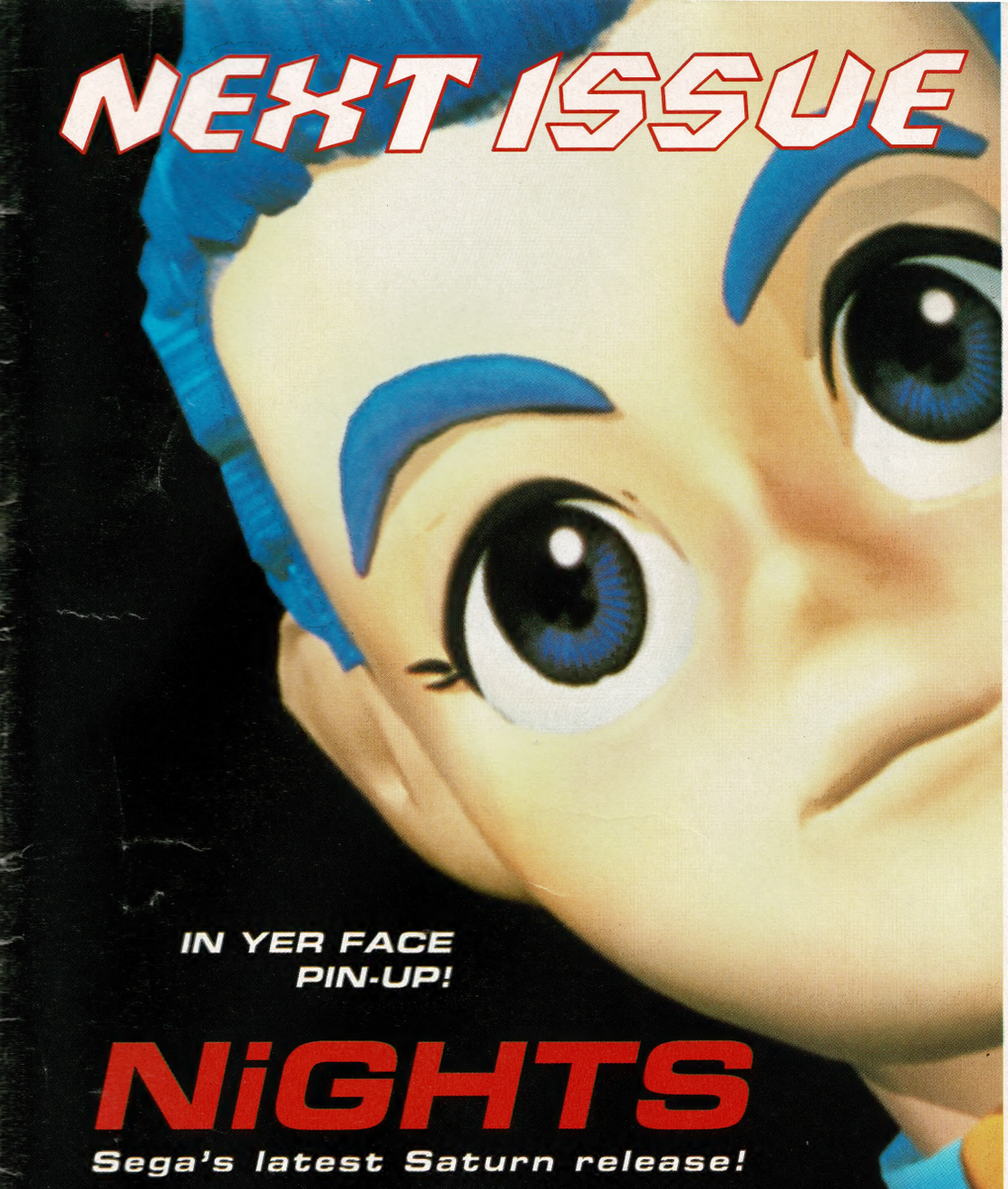
Be sure to include your snail mail (postal) address if you want to win a prize!

NEXT ISSUE



IN YER FACE PIN-UP!

NiGHTS

Sega's latest Saturn release!

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TAILS
SMALL CHANGE!

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SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 87

☐ %

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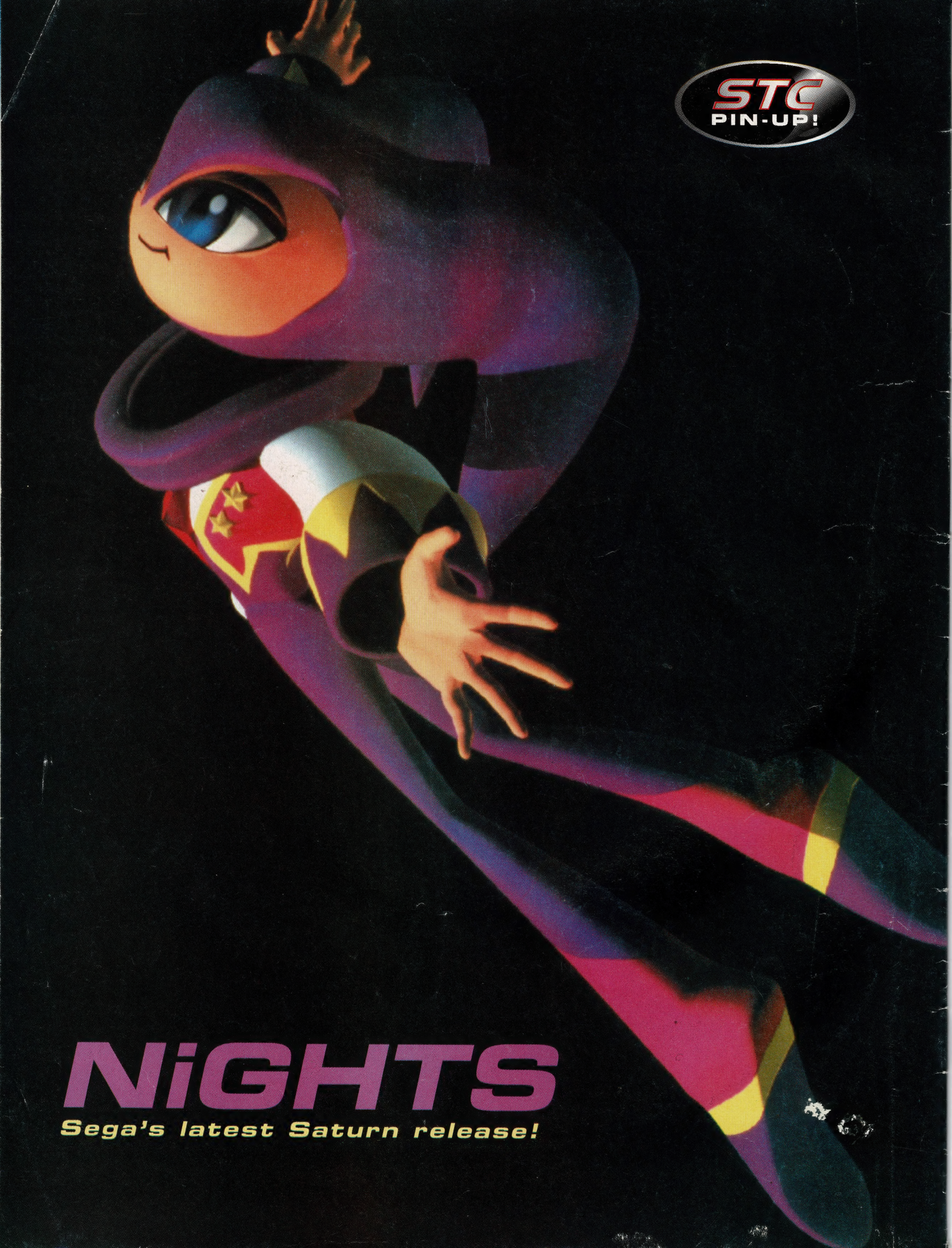
STC
PIN-UP!
NiGHTS
Sega's latest Saturn release!